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AUTHOR Armstrong, Edwardene, Comp.
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ABSTRACT

Forty-nine reading games were designed by reading aides in the ESEA Title I Primary Reading Aide Program in Omaha, Nebraska for practice and mastery of specific reading skills at the primary level. Games are listed under these skill areas: alphabet, consonants, digraphs, rhyming words, sight words, and vowels. An illustration is provided for each game, and instructions for making the game include a list of necessary materials. Procedures are suggested for each game. (MKM)

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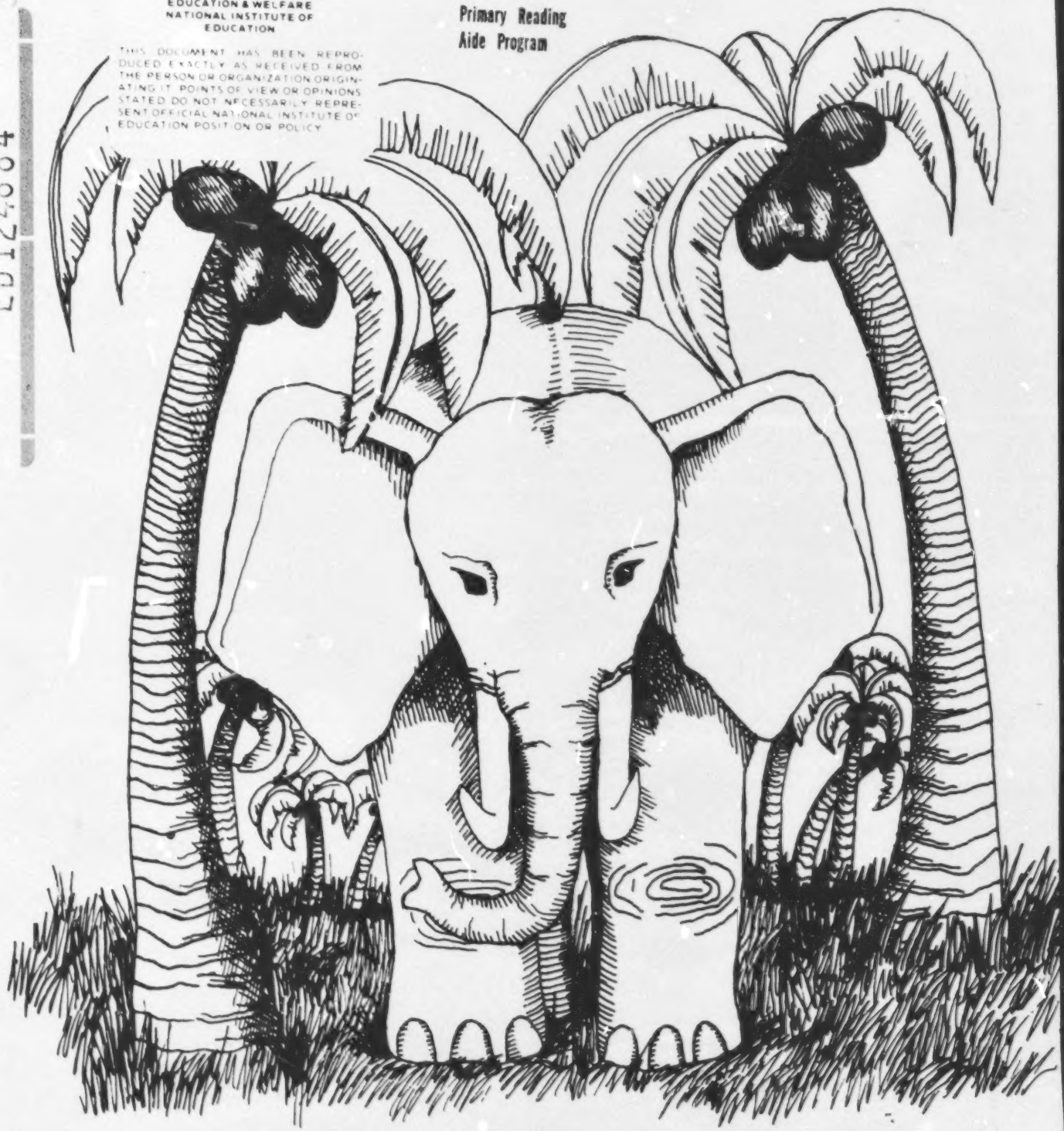

# Elephant Walk, The Wig Shop,

## and Other Reading Games Children Play

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CS 002 727

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# ELEPHANT WALK, THE WIG SHOP,

## and Other Reading Games Children Play

Compiled by

Edwardene Armstrong
Coordinator, Title I Primary Reading Aide Program

Art by: Beth Davis, Artist, Reading Services Center
Evelyn D. Beck, Title I Primary Reading Aide,
Walnut Hill School

Consultants: Staff, Reading Services Center

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The main purpose of the Title I Primary Reading Aide Program is practice and mastery of specific reading skills at the primary level. All learning in this program is done in an atmosphere of games and fun. Many games are made by the aides for drill and reinforcement of reading skills.

This booklet contains some of the original games created by the Title I Primary Reading Aides for use in their work with children. The games, as written here, have been outlined for a specific skill. However, all of the games can be adapted for use in reinforcing different skills.

This booklet is designed so that additional pages of games can be added periodically.

GAMES

ALPHABET

The Alphabet Duck
Snow Boy
Order of the Alphabet
Alphabet Match

COMMON ELEMENTS

Elephant Walk
Blackbirds in a Pie
Make a Word
Bear Patterns

CONSONANTS

Autumn Consonant Game
Don't Let the Bee Sting You
See and Say the Blend
Blends House
Frame a Picture
Magic Bunnies
Save the Lion
Star Blends
The Flying Ghost
Let's Play With Drew Dragon
The Sound Turtle
Mix and Match
Initial Consonant Lotto
Gamey Giraffe
Tree Puzzle

DIGRAPHS

Mothers and Babies
Can You Dig Digraphs
Box It
Ladybug Wheel

RHYMING WORDS

Come Rhyme With Me
Let's Go to the Castle

SIGHT WORDS

Snoopy Come Home
Kite Tail Race
Jungle Walk
Watch the Plants Grow
Flower Power
TV Pull-Through
(cont.)

SIGHT WORDS (cont.)

Put the Animals in Noah's Ark
Go Fish
Circus of Words
Farm Puzzle
Feed the Clown
Concentration
The Jolly Giant

VOWELS

The Wig Shop
Vowel Basketball Game
"I" for Igloo
No Name Vowels
The Magic "E"
Vowel Worm
Boxes of Vowels

## THE ALPHABET DUCKY

MATERIALS: Tagboard

Make duck and cut slits in the chest. Cut long strips (approx. 1" wide). On these strips, write letters of the alphabet, lower and upper case.

PROCEDURE: This game is used with one child at a time. The child is given a strip. As he pulls the strip through the duck, he identifies the letter of the alphabet that appears on the duck's chest.

CREATED and Illustrated by:
Evelyn B. Beck
Walnut Hill

(Duck shown, actual size)

Kk Aa Ll Bb Ff Ee

## SNOW BOY

MATERIALS: Large bun boxes or white tag board, brads

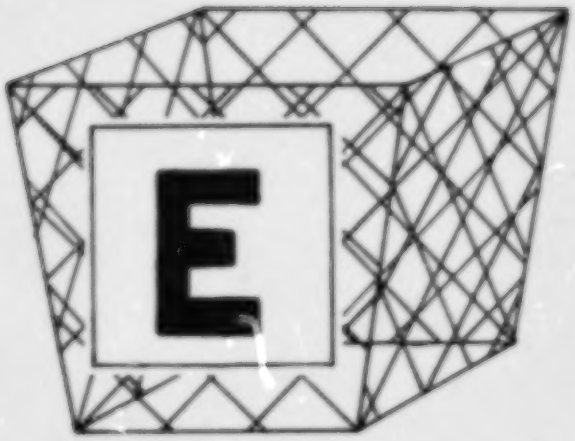
Make Snow Boy from bun boxes or tag board. Cut a slit in the side for letters to show through. Cut three circles as wide as Snow Boy's body. On one circle write upper case letters; one one circle write lower case letters. On the third circle, mix the lower case and upper case letters. Attach each circle, as used, to the back of Snow Boy with a brad so that as it is turned, a letter will show through the slit.

PROCEDURE: One child plays the game. As the child turns the circle, he says the letter that appears in the slit. The Reading Aide offers assistance as needed.

VARIATION
2-3 children play the game. As the Reading Aide turns the circles, the children race to see who recognizes and says the letters first.

Created by: Evelyn B. Beck and Joyce Harris
Walnut Hill Lothrop

Illustrated by: Evelyn B. Beck
Walnut Hill




## ORDER OF THE ALPHABET

MATERIALS: 26 small baskets (the plastic 4"x 4" containers for berries at supermarkets) are each given a letter of the alphabet--the letter is taped to the basket. A larger basket contains several sets of alphabet letters, capitals and lower case.

PROCEDURE: The student is to identify the letter taken from the large basket, placing it in the matching letter basket. This could be called Mailman Delivering Letters. When two or more students play, they can have a race to see who delivers all his letters first.

VARIATION

The baskets are mixed up. Student then puts them in alphabetical order.

Created by: Dorothy Toohey
Holy Name

Illustrated by: Beth Davis
Reading Services Center

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ALPHABET MATCH

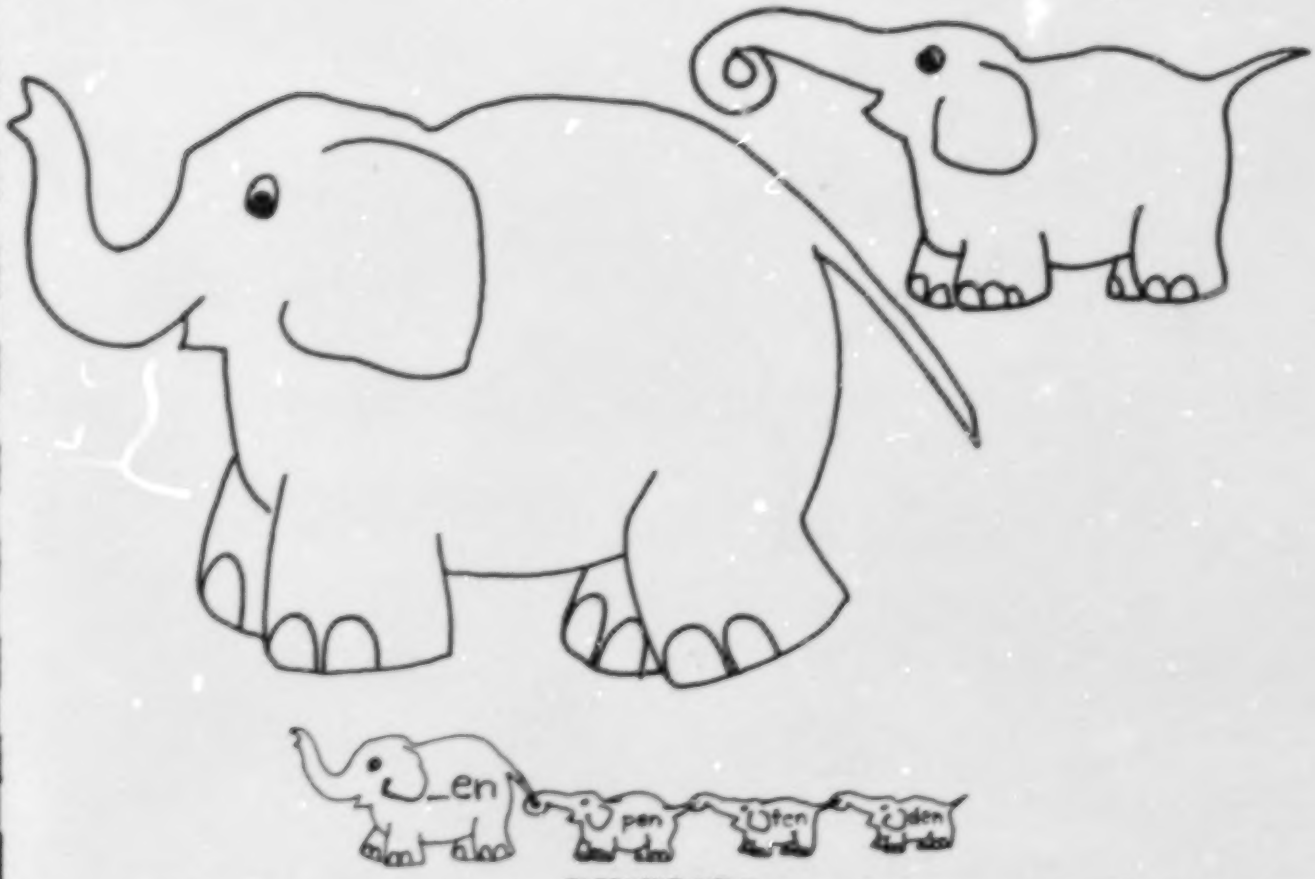
MATERIALS: Construction paper

Make letters different colors. The capital of each letter should be a different color from its small letter.

PROCEDURE: 2-3 students. Each child is given a number of letters. As the Reading Aide observes, each child matches the upper case with each lower case letter that he has. After the letters have been matched, each child says the name of his letters.

Created by: Roberta Wells
Yates

Illustrated by: Evelyn B. Beck
Walnut Hill




ELEPHANT WALK

MATERIALS: Construction paper, gummed reinforcements, hole puncher

Trace the elephant patterns. Use many colors of paper. Do not use one color for one family (children might match colors rather than patterns). Outline in black and place a gummed reinforcement on the back of the baby elephant's nose. The reinforcement should be put on before laminating. After laminating, punch a hole for the tail to go through the baby elephant's nose.

PROCEDURE: Give each child a different mama elephant. Explain that elephants can't hold hands so they hold tails and noses. All the babies are in the center of the table and the children pick out which babies go with each mama by matching the word on the baby with the pattern on mama. They try to help the mama find all her children and hook them together with noses and tails. Each child then reads the pattern and words on the elephants that he has.

Created by: Karma Earl
Lincoln

Illustrated by: Beth Davis
Reading Services Center

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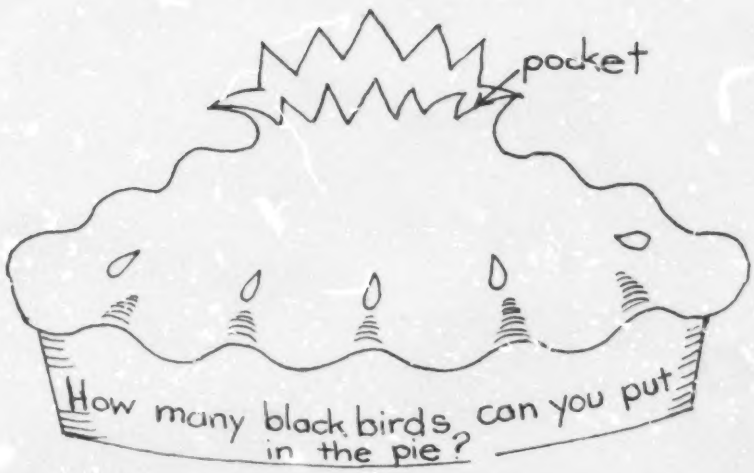
COMMON ELEMENTS



BLACKBIRDS IN A PIE

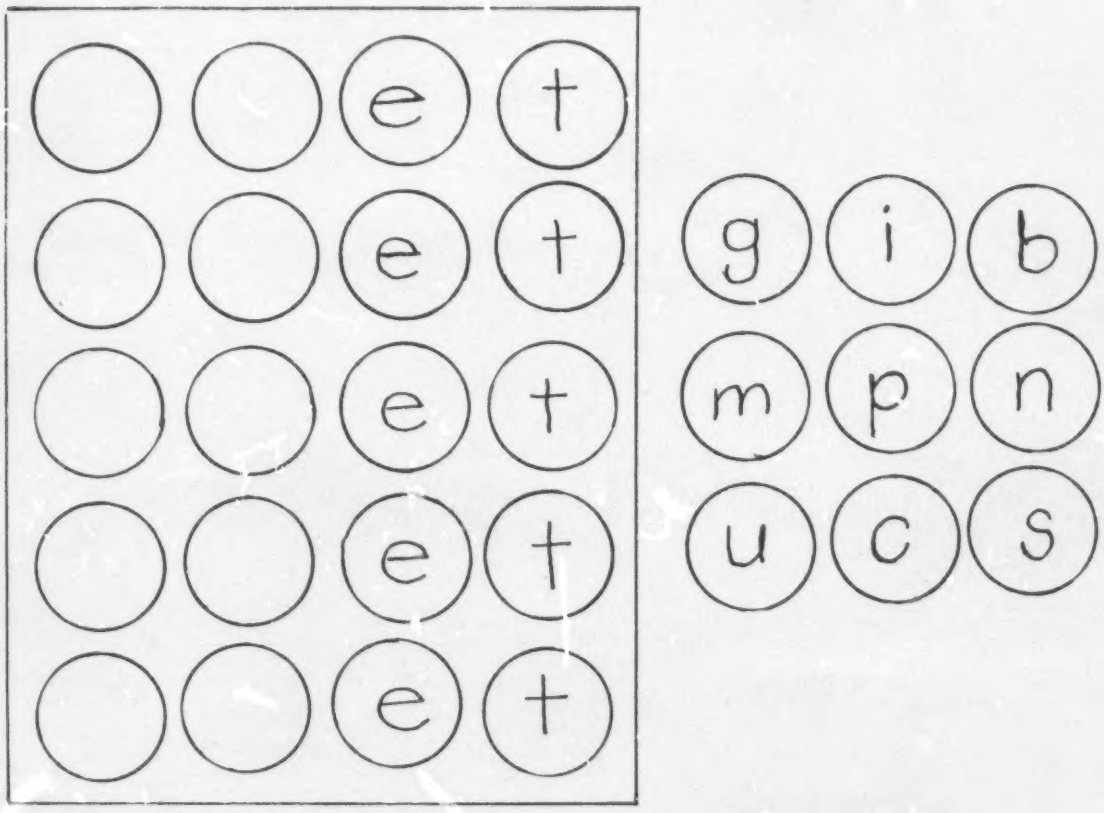
MATERIALS: Tagboard, notebook rings, construction paper (for birds)

Glue front and back of pie together to make pocket. Hang birds on pie with notebook rings. Size of pie, approximately 10"x 14. Bird shown, actual size.

PROCEDURE: On the birds write the common elements (patterns) to be learned. If a child is able to make a word using the common element, he may put that bird in the pie.

Created by: Evelyn B. Beck
Walnut Hill

Illustrated by: Evelyn B. Beck
Walnut Hill




MAKE A WORD

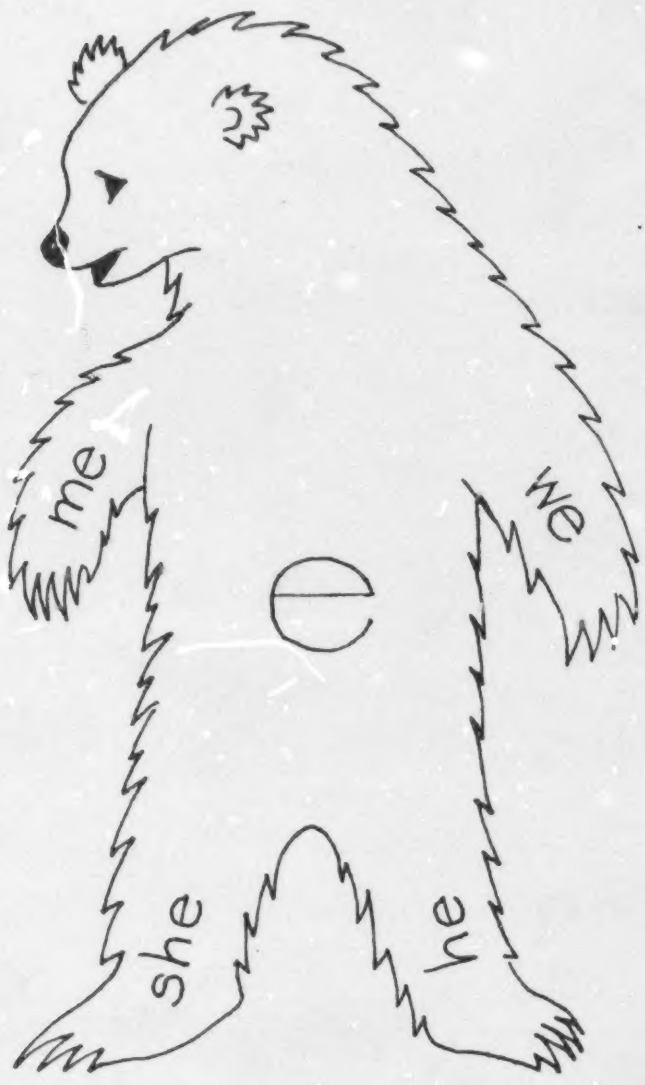
MATERIALS: Math counters

After writing 2-letter or 3-letter patterns on circles, punch out remaining rows (one or two) of circles. Write single letters on those circles punched out.

PROCEDURE: Children make words by placing letters in the holes before the patterns. They must be able to read the words they make. If used with two or more children, the first child to finish making his words and pronouncing them is the winner.

Created by: Patricia Biart
Train

Illustrated by: Evelyn B. Beck
Walnut Hill




BEAR PATTERNS

MATERIALS: Tagboard

PROCEDURE: Put a pattern (i.e. the "e" pattern, "ee","ate", etc.) on each bear's body. Each child adds legs and arms with words on them made with the pattern on the body. A child must be able to pronounce a word before he can add it to the bear's body.

Created by: Julia Miller
Druid Hill

Illustrated by: Evelyn B. Beck
Walnut Hill

## AUTUMN CONSONANT GAME

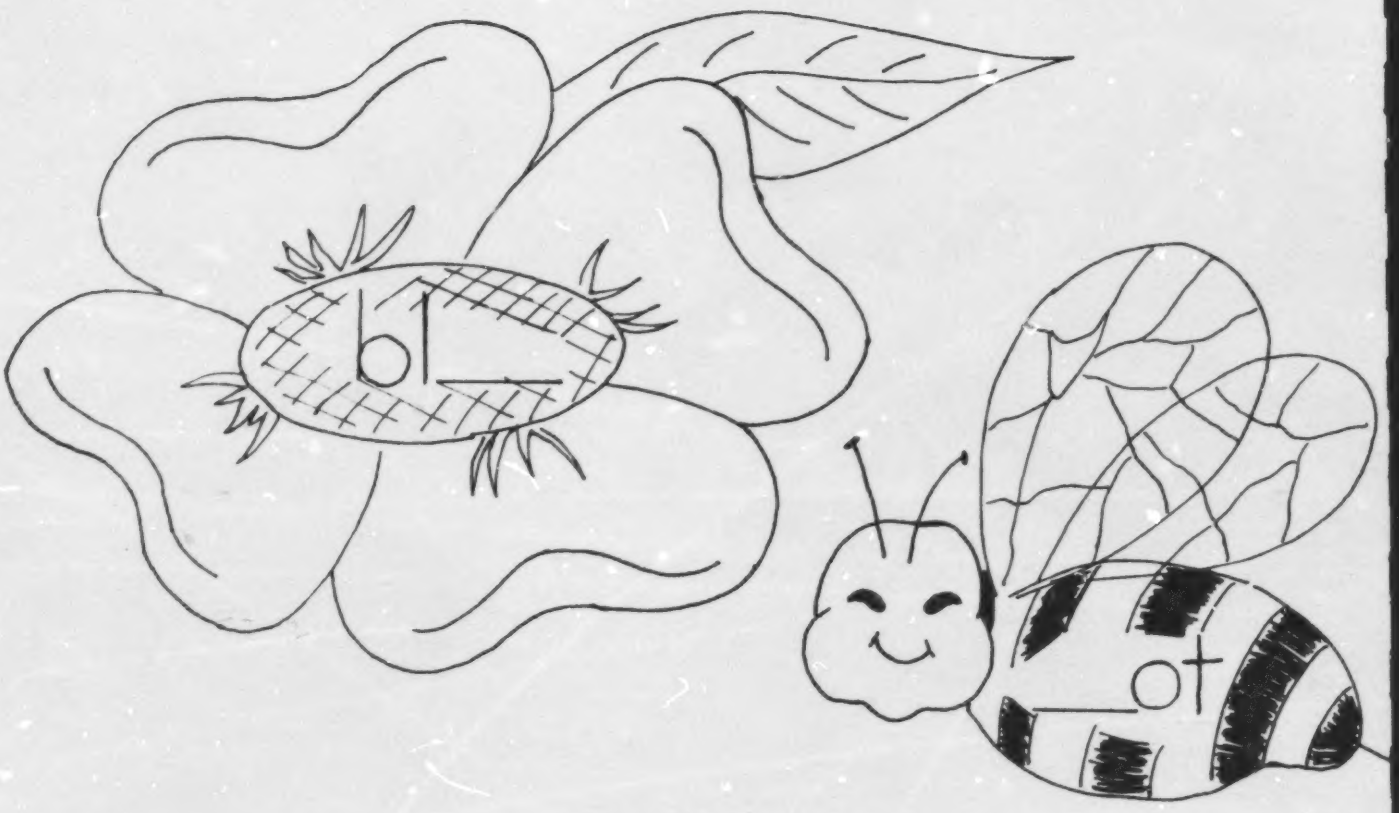
MATERIALS: Tagboard, paper clips, pictures

Draw a large leaf (2 ft. long), paint it and cut it out. Draw, paint and cut out 20-25 small leaves. On each small leaf, paste a picture of something with the consonant sound l or some other consonant sound.

PROCEDURE: 3-4 children. Place the large leaf on a stand, table or the floor. Scatter the small leaves. Each child picks a leaf. If he picks an "l leaf", knows the sound and the letter symbol, he clips it to the big leaf. The child who finds the largest number of "l leaves" wins the game.

Created by: Roberta Wells Yates

Illustrated by: Evelyn B. Beck Walnut Hill




## DON'T LET THE BEE STING YOU

MATERIALS: Tagboard, construction paper

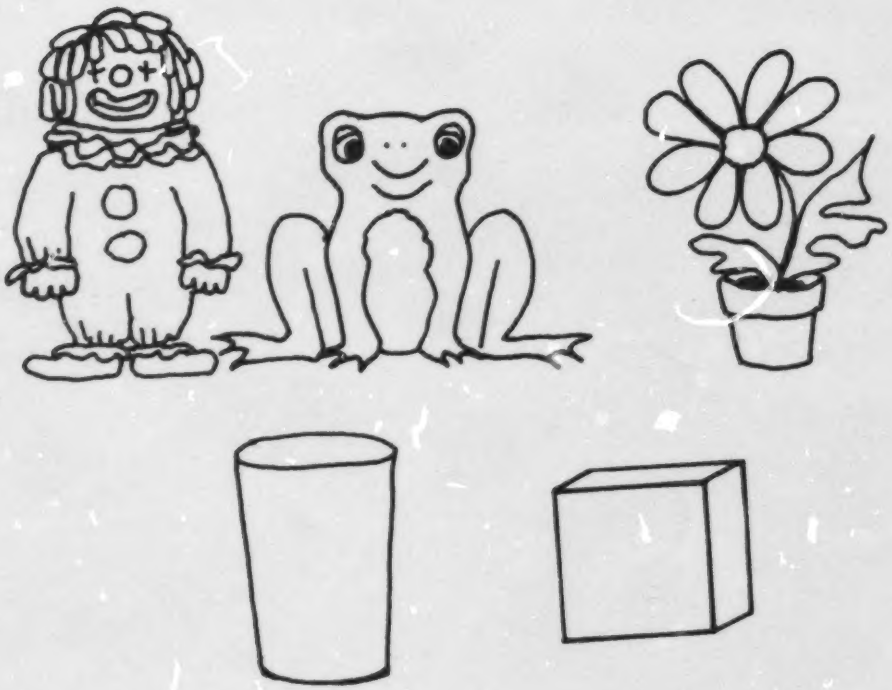
Make flowers for the r blends (br, cr, dr, etc.), the l blends (bl, cl, fl, etc.), and the s blends (st, sp, sc, etc.)
Make many bees with patterns on them.

PROCEDURE: Each child is instructed to place a bee with a pattern with the correct blend to make a word. If the word is not correct, the child will get stung by the bee. Each child tries not to get stung.

Created by: Carrie Justus
Monmouth Park

Illustrated by: Evelyn B. Beck
Walnut Hill

CONSONANT BLENDS



SEE AND SAY THE BLEND

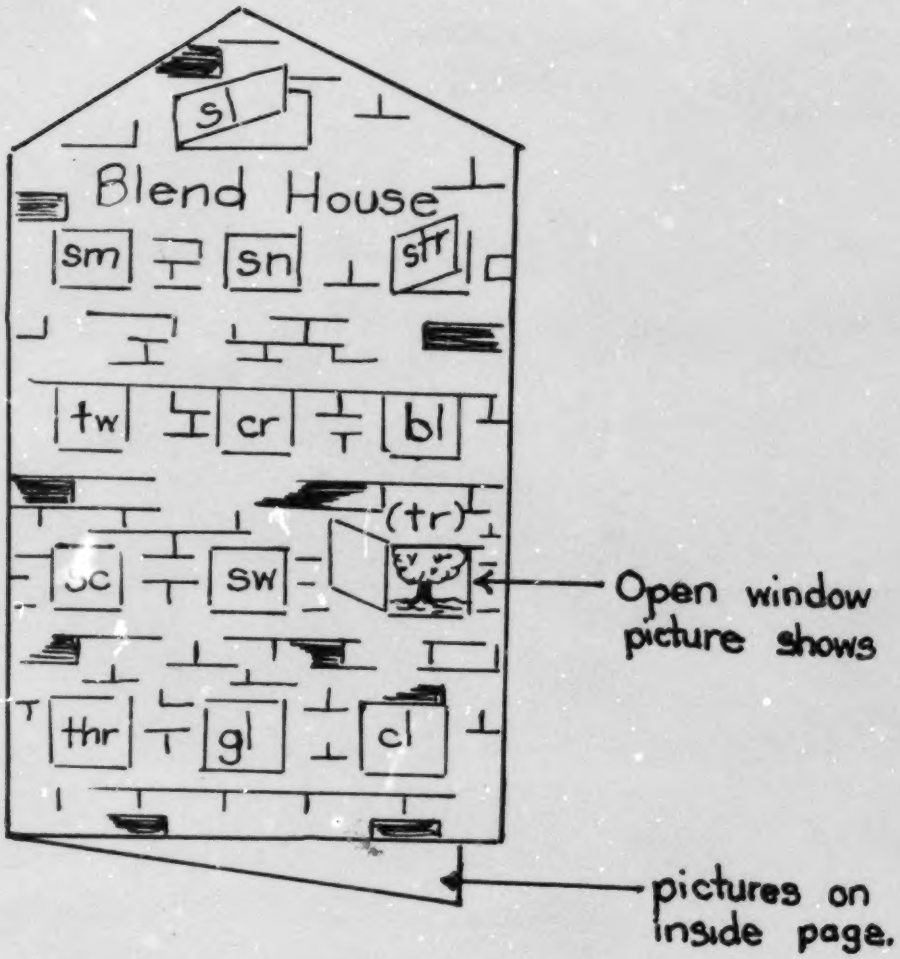
MATERIALS: Tagboard, boxes, construction paper

Make pictures representing different consonant blends from tagboard. Glue a box behind each picture. Paste pictures representing different consonant blends on construction paper. Make these pictures small enough to fit into the blend boxes.

PROCEDURE: 2-3 Children. Scramble small picture cards. Children take turns. Each child pulls a card, says the name of the picture and the sound of the blend. He then puts the picture into the correct blend box. The Reading Aide observes and gives assistance throughout the game.

Created by: Roberta Wells Yates

Illustrated by: Beth Davis
Reading Services Center




BLENDS HOUSE

MATERIALS: Tagboard, pictures

Cut tagboard in shape of houses (11"x 14"). Make little windows that open. Paste pictures on the second page behind them so that when the window is opened the picture shows.

PROCEDURE: The child looks at a blend on a window. He then says words with that blend to see if he can guess the picture word behind the window. Each time he guesses one of the window words, that window is opened. If children open all the windows, they win the game. If children do not open all the windows, the Reading Aide wins the game.

Created by: Alistene DeHart
Miller Park

Illustrated by: Evelyn B. Beck
Walnut Hill

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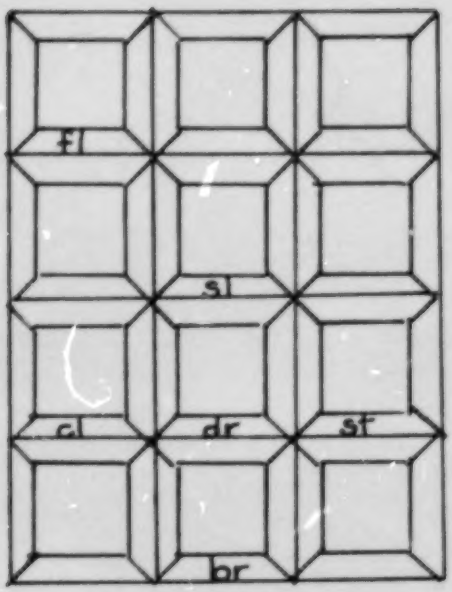



## FRAME A PICTURE

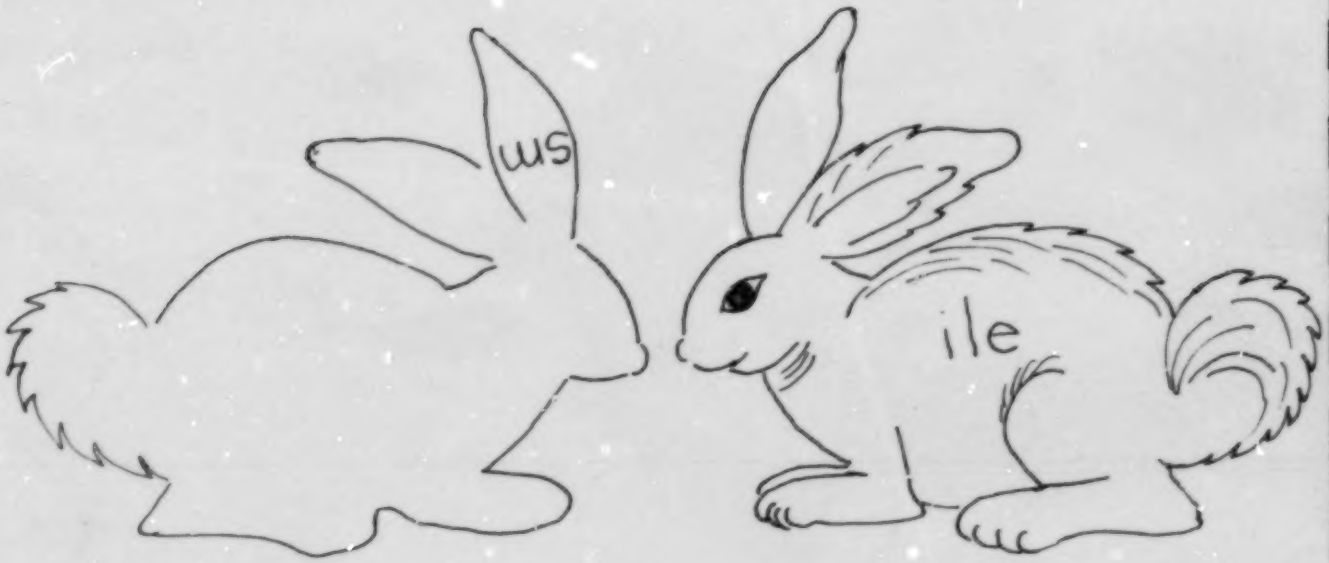
MATERIALS: Tagboard, pictures

(Cover the entire board with picture frames)

PROCEDURE: After selecting a picture, the student will match that picture with the correct blend. Example: Child picks a picture of a spool. He must then find the picture frame for "sp" on the board.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Evelyn B. Beck
Walnut Hill




## MAGIC BUNNIES

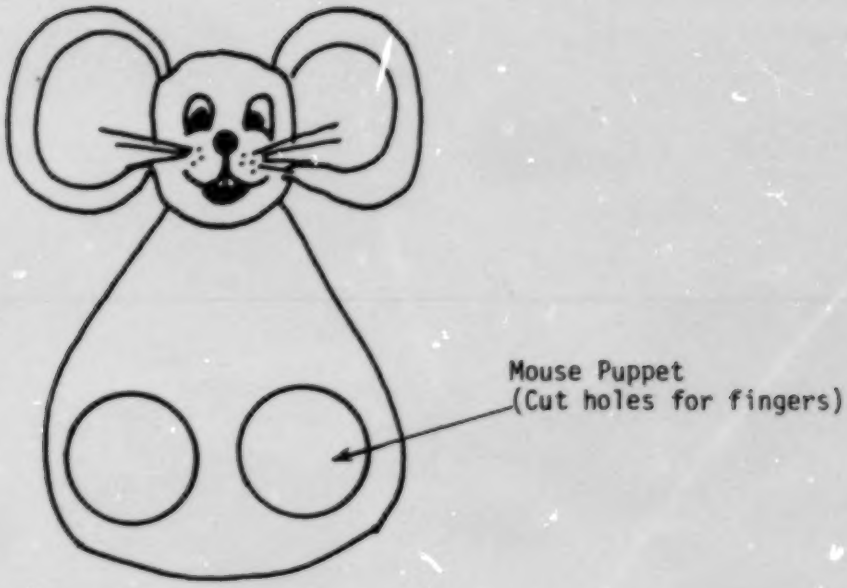
MATERIALS: Construction paper

Make each bunny with a blend behind the right ear to complete a word on the front of the bunny.

PROCEDURE: Have 2-4 players. The bunnies are dealt face down, with the blend showing. The dealer starts by saying the blend. The child who has that blend turns his bunny face up and folds the magic ear over to make a word. If he can pronounce the word without assistance, he receives one point. The first player to receive ten points wins the game.

Created by: Minnie Coleman
Conestoga

Illustrated by: Evelyn B. Beck
Walnut Hill




## SAVE THE LION

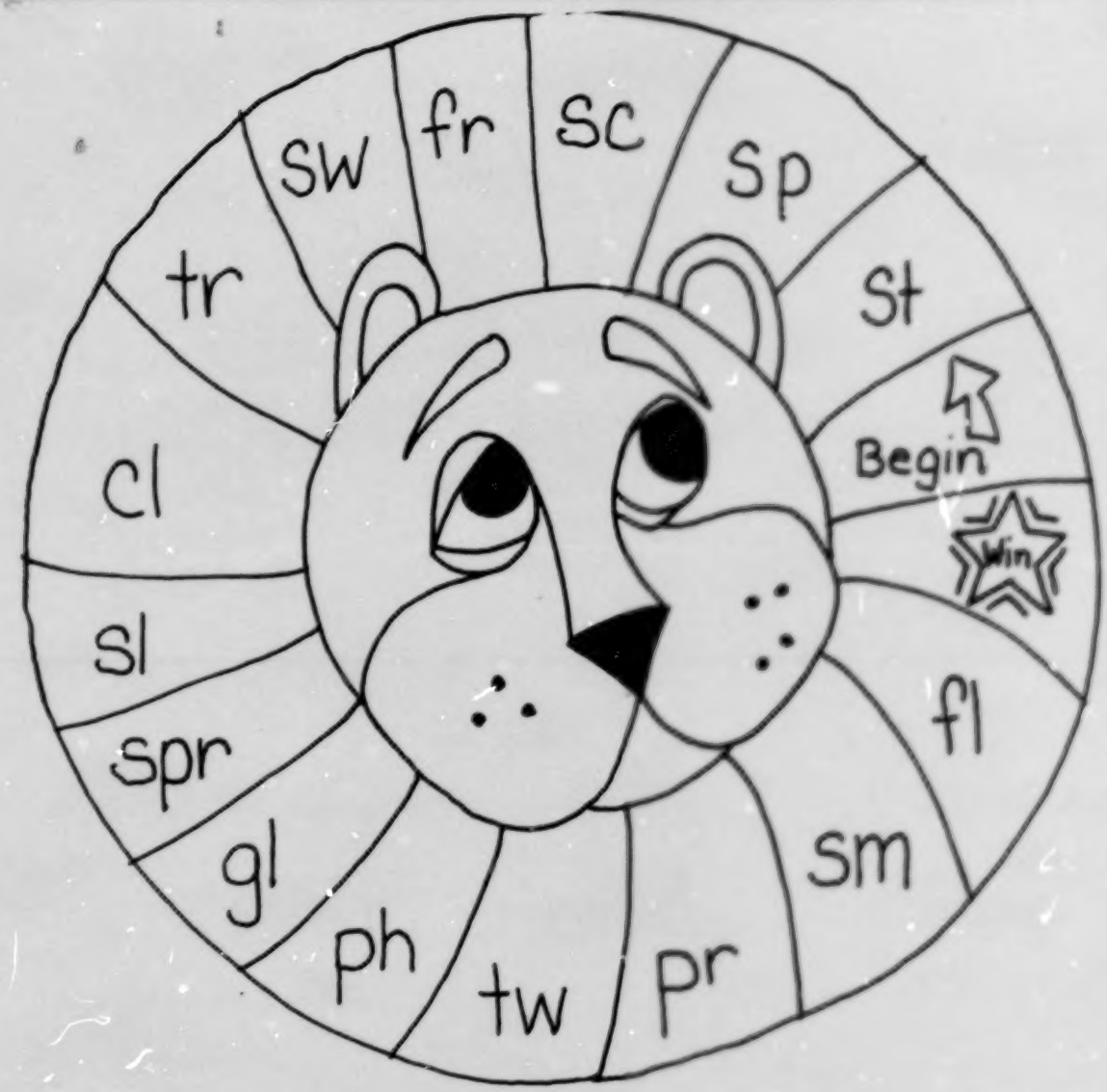
MATERIALS: Tagboard, bun box, dice

Make a large lion or lion's head and color in oranges, yellows, reds, and browns. A bun box is a good size.

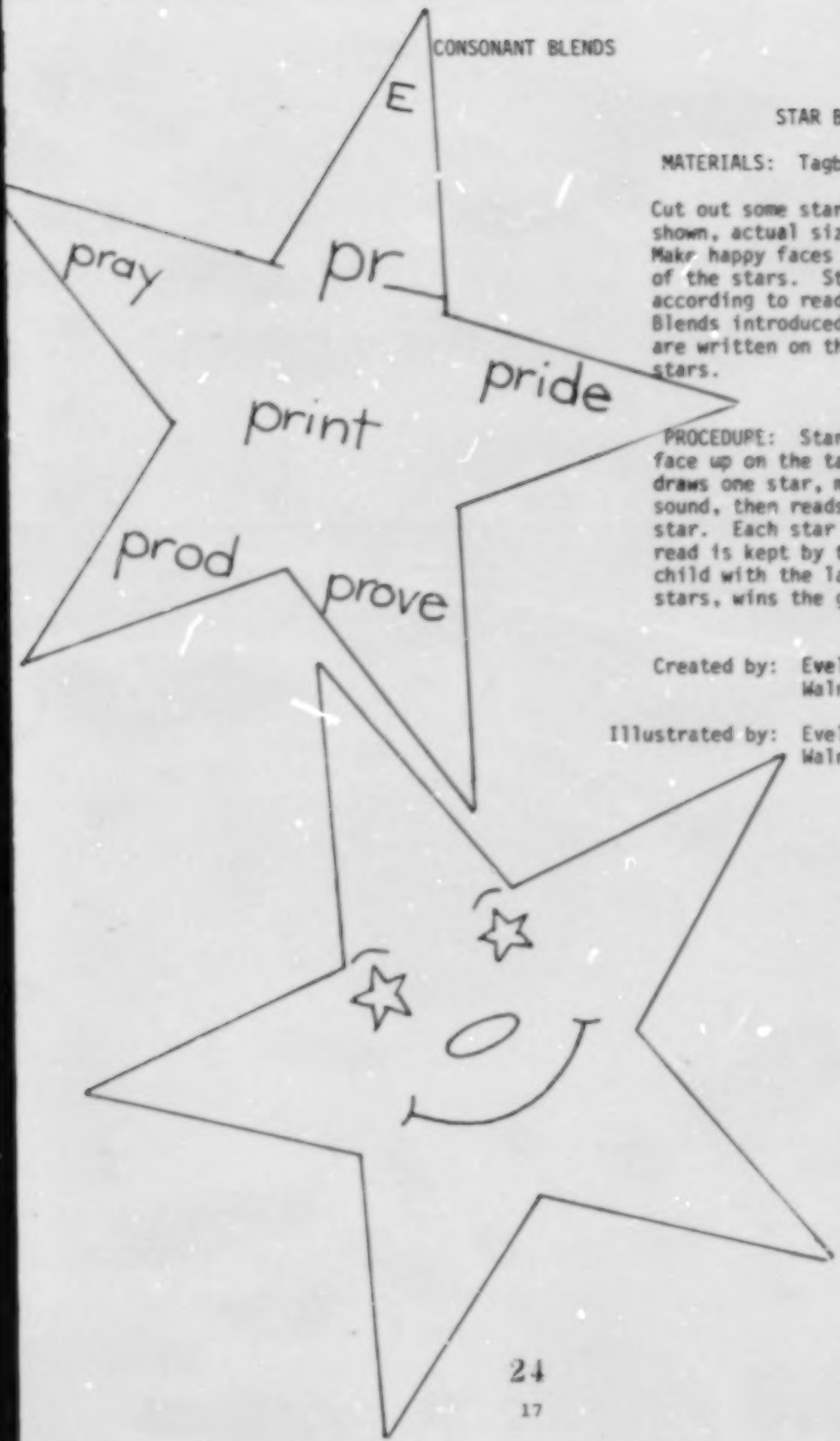
PROCEDURE: The fable of the lion and the mouse can be related before playing. The child rolls one dice, moves his mouse the number of spaces indicated on the dice, and says a word beginning with the consonant blend that he lands on. If the child does not know a word with this beginning consonant blend, he returns to where he was before rolling. The first child around the lion's mane saves the lion and is the winner.

Created by: Karma Earl
Lincoln

Illustrated by: Beth Davis
Reading Services Center




CONSONANT BLENDS - SAVE THE LION




## STAR BLENDS

MATERIALS: Tagboard

Cut out some stars (Stars shown, actual size).
Make happy faces on the front of the stars. Stars are coded according to reading level. Blends introduced at each level are written on the backs of the stars.

PROCEDURE: Stars are placed face up on the table. Each child draws one star, makes the blend sound, then reads the words on the star. Each star that is correctly read is kept by the child. The child with the largest number of stars, wins the game.

Created by: Evelyn B. Beck
Walnut Hill

Illustrated by: Evelyn B. Beck
Walnut Hill

THE FLYING GHOST

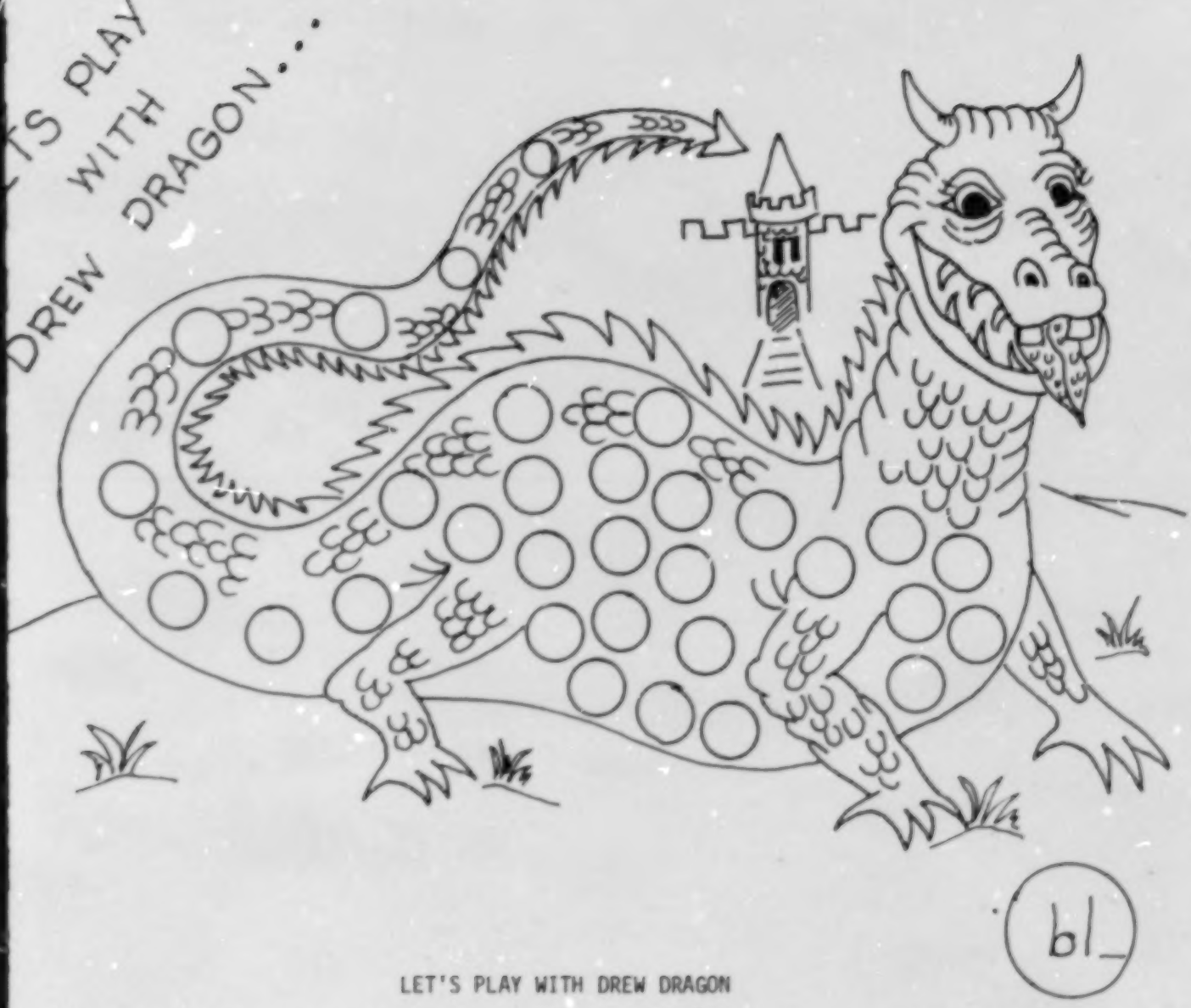
MATERIALS: Tag board, construction paper, envelopes

Draw the ghost on tag board. Cut squares from construction paper of various colors to cover the squares on the ghost.

PROCEDURE: 2-3 players. Each player has squares of one color. Example: Player 1, red squares; Player 2, green squares; Player 3, yellow squares.
Each child has an envelope with squares in it. The Reading Aide says a word beginning with one of the blends on the ghost. Each child looks on the ghost for that blend and tries to be the first one to cover that square. The child with the largest number of squares on the ghost at the end of the game is the winner.

Created by: Evelyn B. Beck
Walnut Hill

Illustrated by: Beth Davis
Reading Services Center



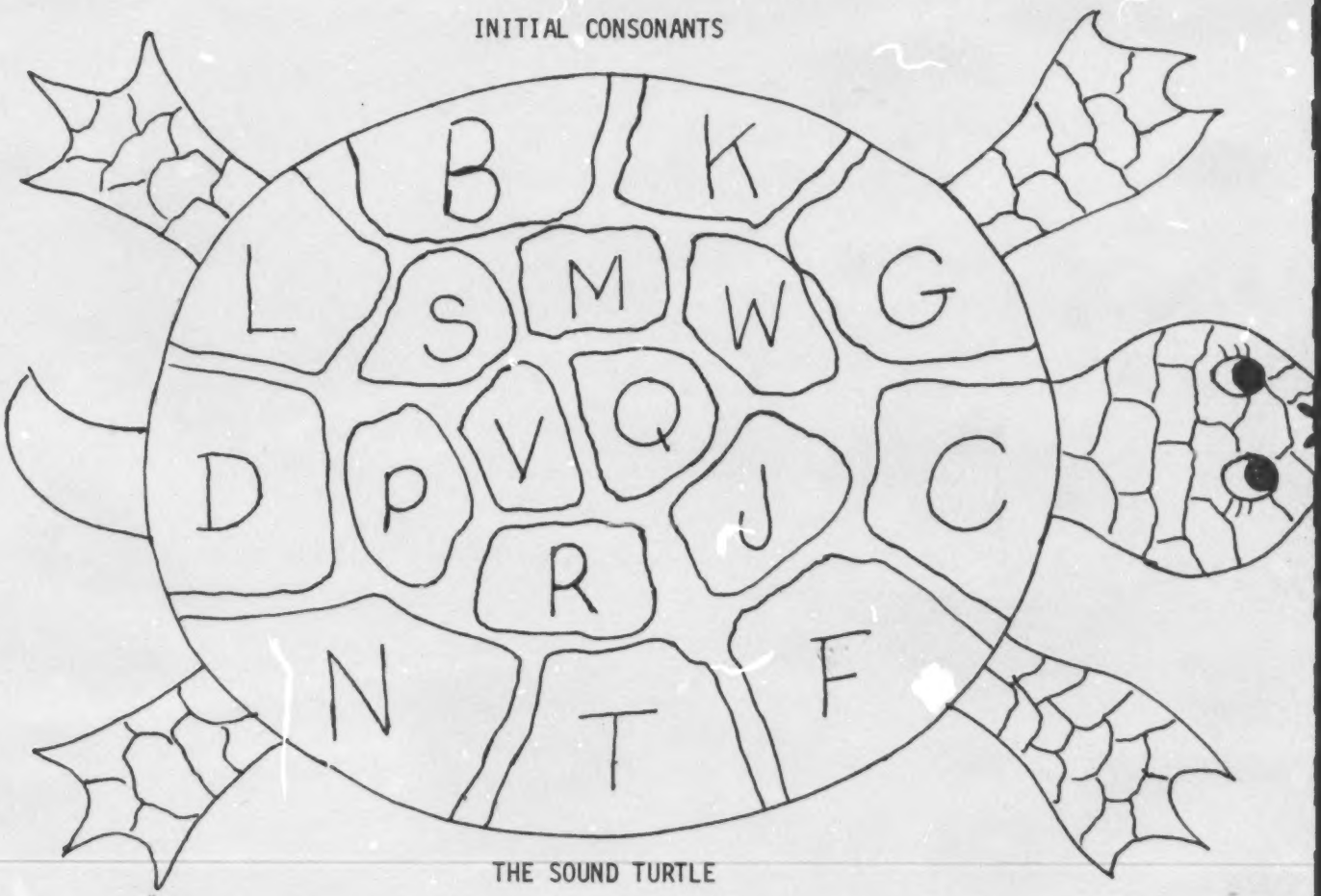

## LET'S PLAY WITH DREW DRAGON

MATERIALS: Green railroad board, red counting circles, container for circles
Draw the dragon on green railroad board. Write blends on red counting circles.

PROCEDURE: 1-3 children. Shake the circles in the container. Children take turns. Each child picks a circle. If he can say a word that contains the blend on his circle, he places the circle on one of the circles on the dragon. If he cannot say a word containing the blend, he puts the circle back into the container. Each child keeps his own score. The child with the most circles on the dragon wins the game.

Created and Illustrated by: Evelyn B. Beck
Walnut Hill

INITIAL CONSONANTS




THE SOUND TURTLE

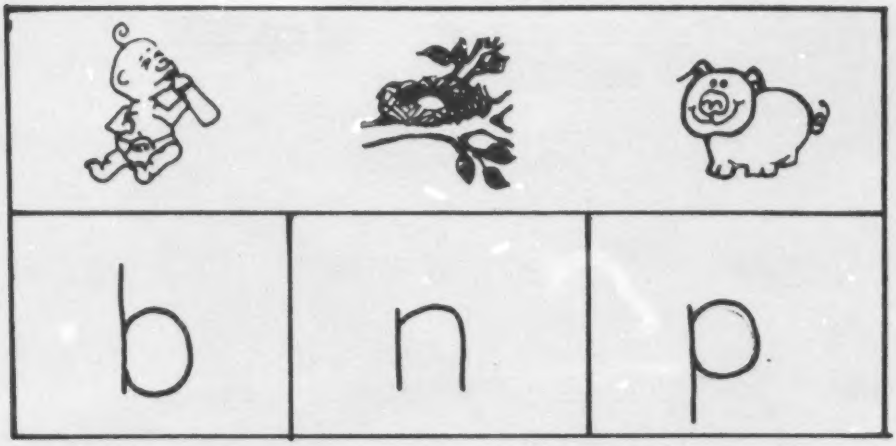
MATERIALS: Tagboard, pictures of things representing different initial consonant sounds

Draw an outline of a turtle on a large sheet of tagboard. On the shell of the turtle, draw large shapes. Within each shape, write an initial consonant. Trace the outlines of the shapes on the turtle and cut into separate pieces. On the separate pieces, paste a picture.

PROCEDURE: Each child selects a picture puzzle piece. He makes the initial consonant sound of the picture. He then places the picture puzzle piece on the appropriate written symbol shape on the turtle. This game is self-correcting as puzzle pieces will only fit the correct turtle section.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Evelyn B. Beck
Walnut Hill




## MIX AND MATCH

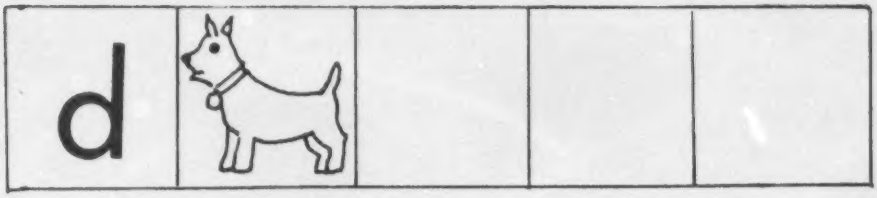
MATERIALS: Construction paper (12"x 18), cards, pictures, staples

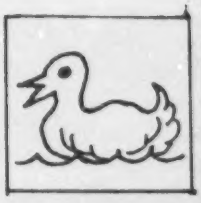
Each sheet of construction paper should be a different color. Fold one side of the construction paper to make pockets (about 3 pockets per sheet). Place a picture above each pocket to represent the beginning consonant sound. Paste pictures beginning with different consonant sounds on the cards.

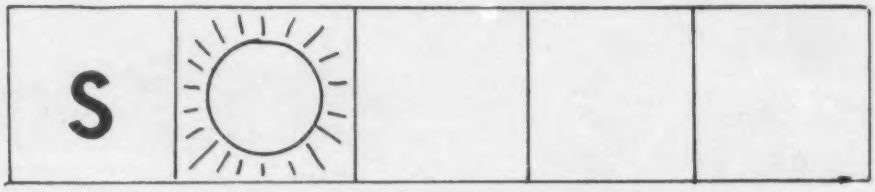
PROCEDURE: This game is used with one child at a time. After the child takes his picture cards and mixes them up, he is to put them back into the right letter pockets, saying the beginning letter and sound. The Reading Aide watches and checks to see if he is putting the cards into the right pockets. The Reading Aide also checks to see if the child is making the proper sound and can use the word in a sentence.

Created by: Roberta Wells Yates

Illustrated by: Beth Davis
Reading Services Center





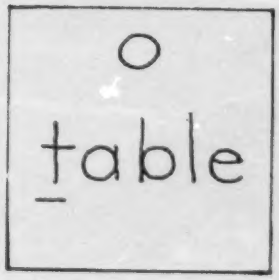
## INITIAL CONSONANT LOTTO

MATERIALS: Tagboard, pictures

PROCEDURE: Each student is given a long strip with the initial consonant written and a picture with the same beginning sound in the first block. Teacher then shuffles small cards with pictures on them. As each card is turned over, the student must decide if the small card is needed on his board by listening to the beginning sound of the picture card. The first student to fill the strip wins the game.

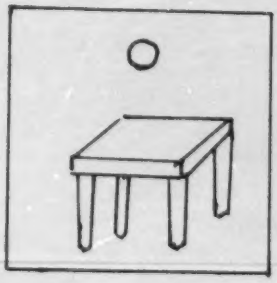
Created by: Patricia Hubbard
Saratoga

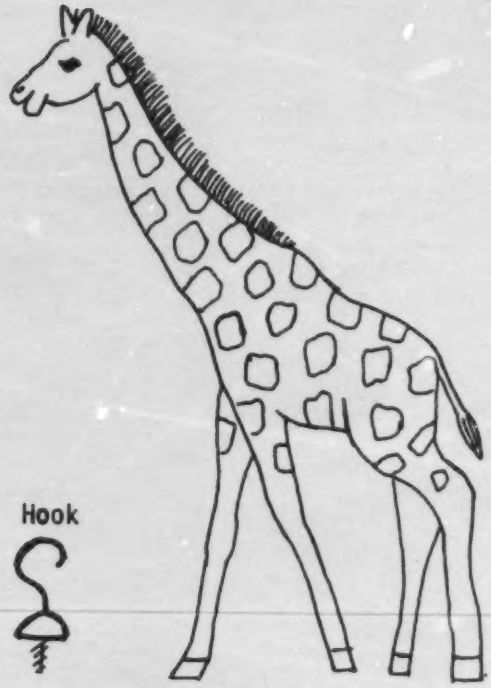
Illustrated by: Evelyn B. Beck
Walnut Hill




Back of Card

Front of Card





Hook



GAMEY GIRAFFE

MATERIALS: Plywood, yellow felt, brown felt, black felt, brass hooks, construction paper, pictures

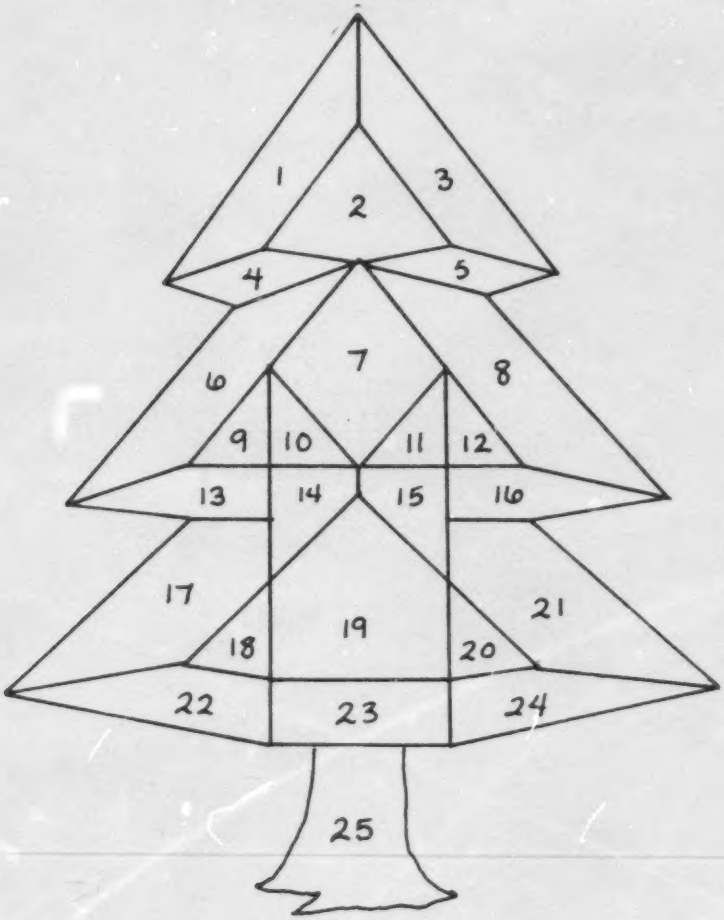
Cut plywood in shape of a giraffe (3 ft. tall), cut strips and attach to make giraffe stand alone. Glue yellow felt on the giraffe frame (use Elmer's glue, sparingly). Cut spots from the brown felt and glue on giraffe. Cut hoofs and eye from black felt and glue on giraffe. Draw mouth with black pen.

Attach hooks to the frame for holding cards. Cut cards from construction paper and paste pictures on them. On the back of the cards, write the word for the picture. Punch holes in the cards to hang them on the hooks on the giraffe.

PROCEDURE: (This game was designed to use in reinforcing varied skills- medial consonants, final consonants, short vowels, long vowels, digraphs, consonant blends, etc.)
Cards are hung on the giraffe. The child identifies the picture on a card and says the beginning consonant. He then checks the answer on the back of the card. If his answer is correct, he may keep the card. If his answer is not correct, the Reading Aide keeps the card. The child with the largest number of cards at the end of the game is the winner.

Created and Illustrated by: Evelyn B. Beck

INITIAL CONSONANTS




TREE PUZZLE

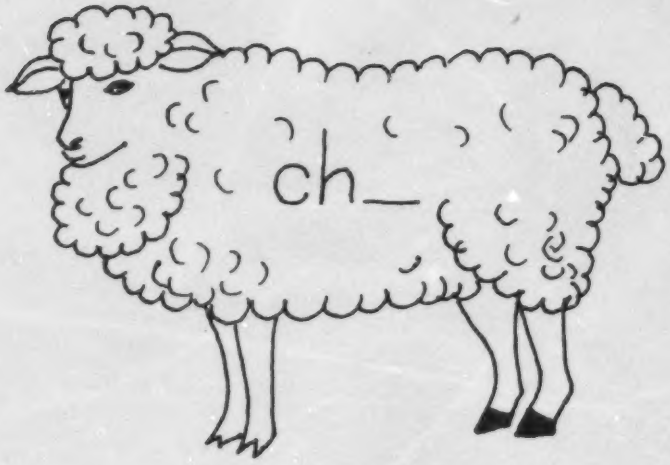
MATERIALS: Masonite or wooden board (15"x 21")
Colored burlap or felt
Green felt
Tagboard

Cover masonite or board with burlap or felt. Cut green felt pieces and number them to match the numbers on the tree branches. Write "t" words on tagboard cards, cut 3"x 2".

PROCEDURE: Children take turns pulling cards from the pile of "t" words. Each child is given five felt pieces. When a child can pronounce the word he pulls, he places a felt piece on the tree. The child who places all five felt pieces on the tree first wins the game.

Created by: Florence Koski
Kellom

Illustrated by: Beth Davis
Reading Services Center



## MOTHERS AND BABIES

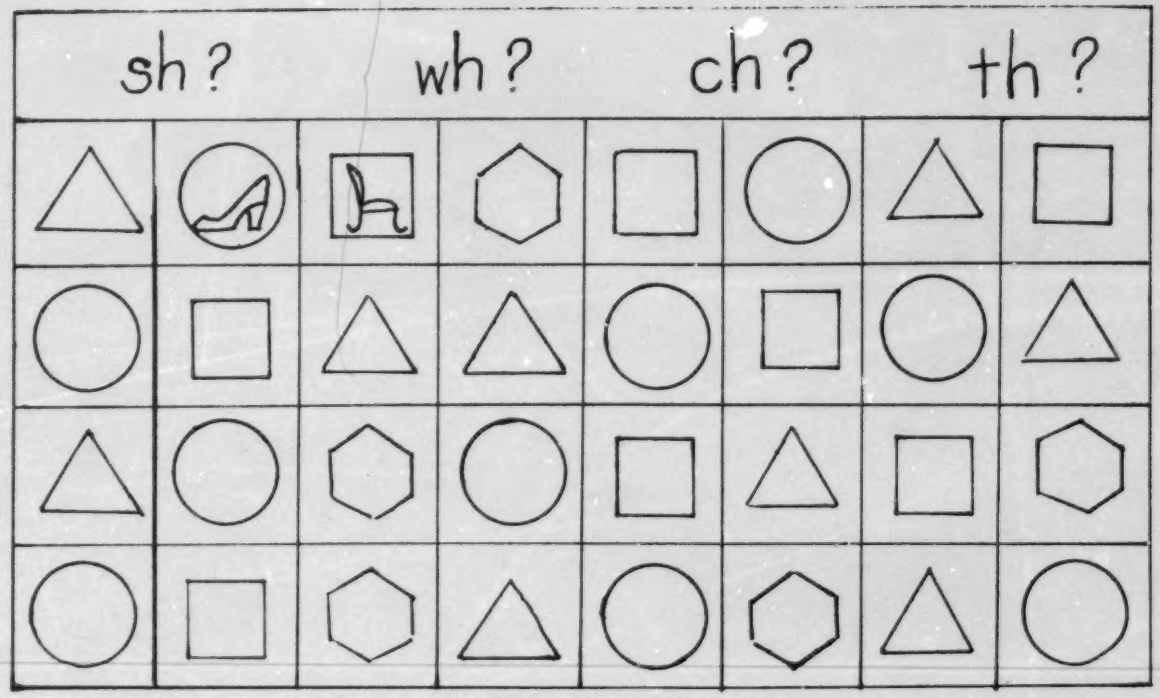
MATERIALS: White tag board, pictures

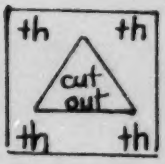
Make several large mother sheep. Write a digraph on each sheep. Make several small lambs. On each lamb, paste a picture of a word containing one of the digraphs.

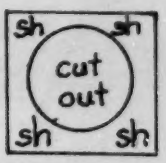
PROCEDURE: Each child takes some of the lambs. He matches each lamb with the correct mama sheep.

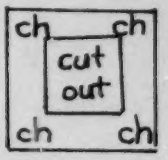
Created by: Patricia Hubbard
Saratoga

Illustrated by: Evelyn B. Beck
Walnut Hill



## CAN YOU DIG DIGRAPHS

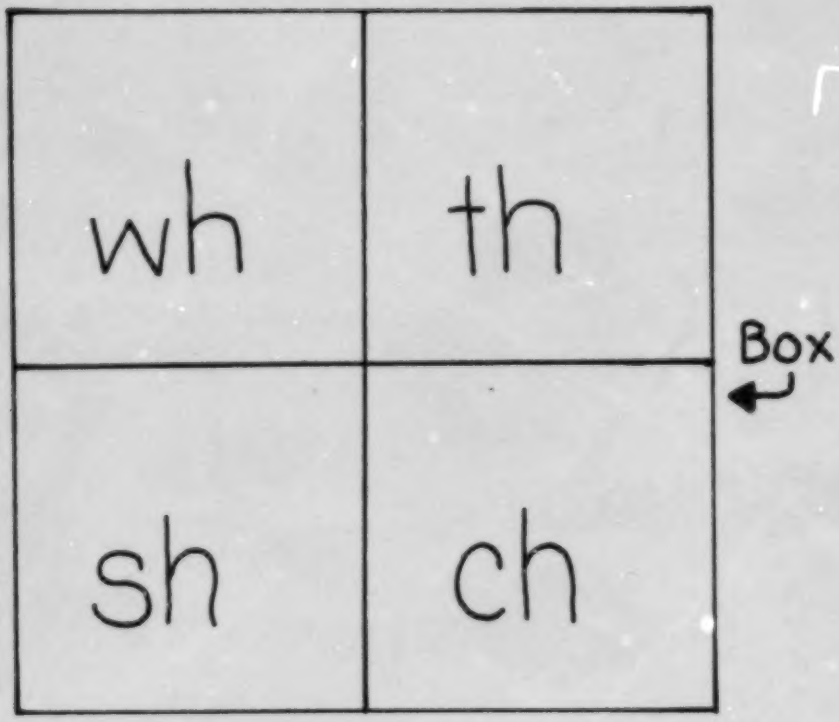
MATERIALS: Tagboard, pictures

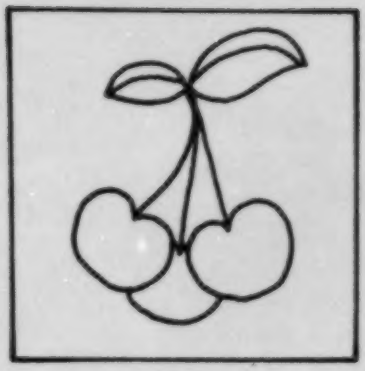
PROCEDURE: Provided is a board with pictures of things beginning with consonant digraphs. By saying the name of the picture and fitting the beginning consonant digraph shape to the same picture shape, the child can correct his own answers. Each beginning digraph is represented by a different shape, i.e., sh by a circle, ch by a square.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Evelyn B. Beck
Walnut Hill

DIGRAPHS



Picture Cards

BOX IT

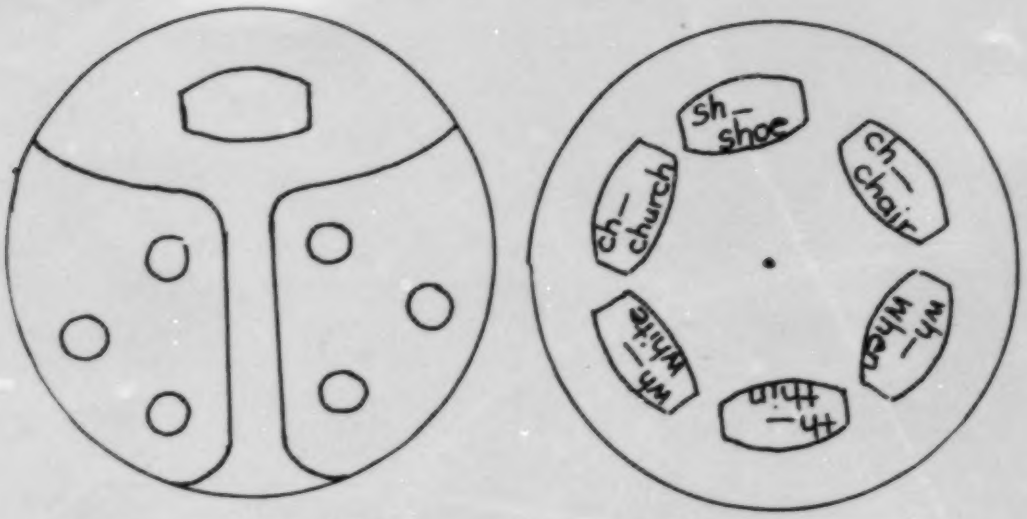
MATERIALS: Small box (hosiery box is a good size), construction paper or tag board, pictures

Divide the box into four sections, with each section representing one digraph. Make small cards from tagboard or construction paper to fit into the sections of the box. Paste pictures representing the digraph sounds on the cards.

PROCEDURE: 2-3 children. The picture cards are scrambled. Each child selects a card, names the picture and says the sound the digraph makes. He then puts the card into the correct digraph section of the box. The Reading Aide observes and gives assistance throughout the game.

Created by: Roberta Wells Yates

Illustrated by: Beth Davis
Reading Services Center



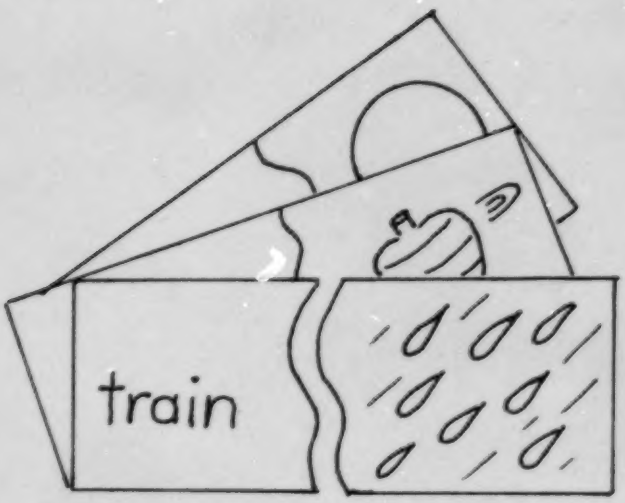

LADYBUG WHEEL

MATERIALS: Tag board, brads

Make two circles from tag board. Color top circle to make ladybug and cut a slot in it so that the words on the bottom circle can be seen when the ladybug is moved around. On each section of the bottom circle, write a digraph and a word that begins with that digraph. Connect the circles in the middle with a brad so that the circles can be moved around.

PROCEDURE: This game is played with one child at a time. As the child moves the ladybug, he makes the digraph sound that appears in the slot and says the word. The Reading Aide gives assistance when needed.

Created and Illustrated by: Evelyn B. Beck
Walnut Hill




## COME RHYME WITH ME

MATERIALS: Tag board, pictures

Cut cards out of tag board (3" x 5"). On one end of each card, paste a picture. On the other end, write a word that rhymes with that picture. Cut the cards into two sections, varying the shapes,to make puzzle pieces.

PROCEDURE: Two children play the game. Each child takes a puzzle picture piece, says the name of the picture and tries to find the word that rhymes with that picture. If he is correct, the puzzle pieces will fit. If he is not correct, the puzzle pieces will not fit.

Created by: Roberta Wells Yates

Illustrated by: Evelyn B. Beck Walnut Hill

LET'S GO TO THE CASTLE

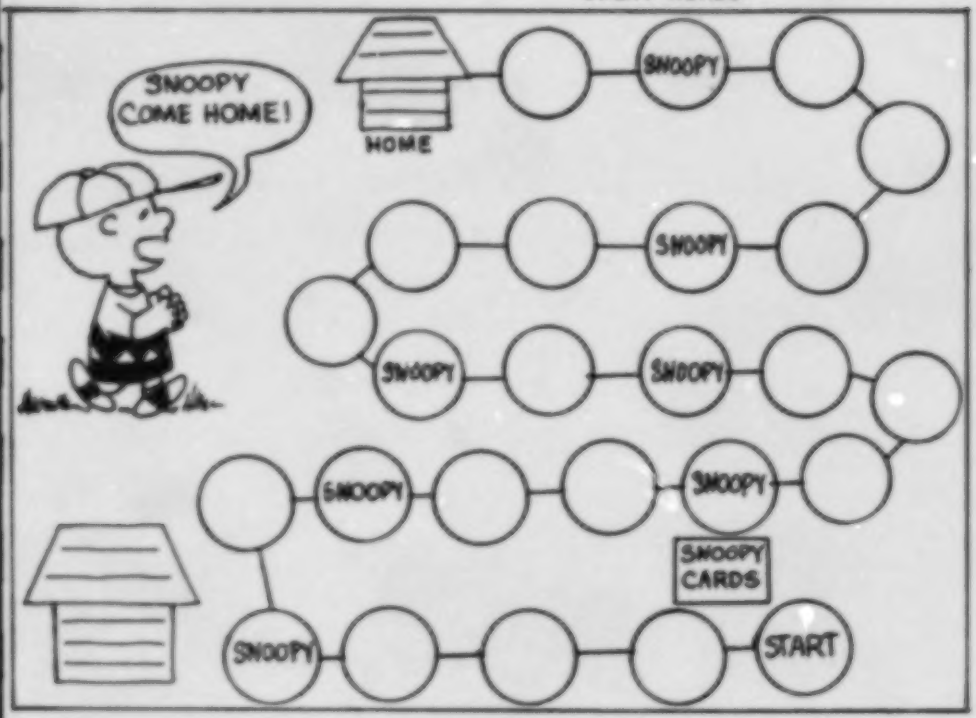
MATERIALS: Tag board, paints

Draw the castle on tag board and paint it with bright colors. Cut cards that will fit into the blocks on the castle. On one set of cards, write words; on the other set of cards, write words to rhyme with each word in the first set.

PROCEDURE: 1-3 children. Stack one set of cards on the table. Each child selects a card from the stack and tries to find the card with the rhyming word from the cards scattered on the table. If he finds the correct rhyming word, he places both words on the blocks on the castle (he can go to the castle). If he does not find the correct rhyming word, he puts the card back in the stack. The child who goes to the castle most wins the game.

Created by: Roberts Wells
Yates

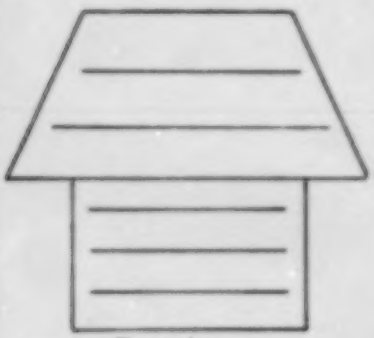
Illustrated by: Evelyn B. Beck
Walnut Hill



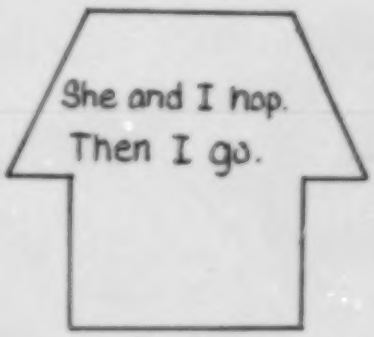

Snoopy Card

↑ Front

↑ Back



Front




Back

Marker

← Balsa Wood

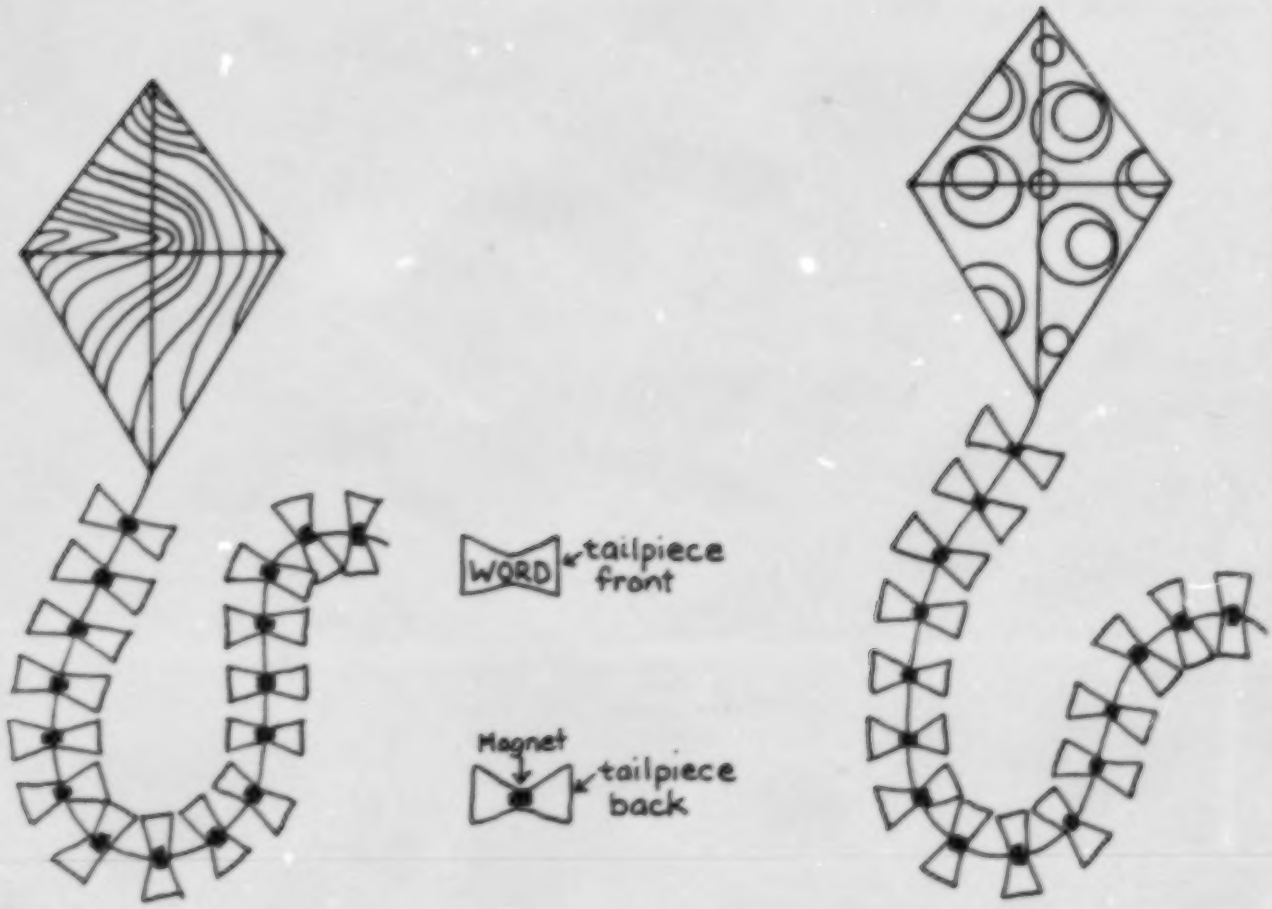
SNOOPY COME HOME

MATERIALS: Tagboard, Snoopy commercial stickers, balsa wood (optional), dice

PROCEDURE: Children take turns throwing dice and moving the number of spaces indicated by the numbers on the dice. When marker lands on a blank circle, child must read from the house. When marker lands on a Snoopy circle, child must take a Snoopy card and follow the directions on it. First child to get Snoopy home is the winner.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Beth Davis
Reading Services Center




## KITE TAIL RACE

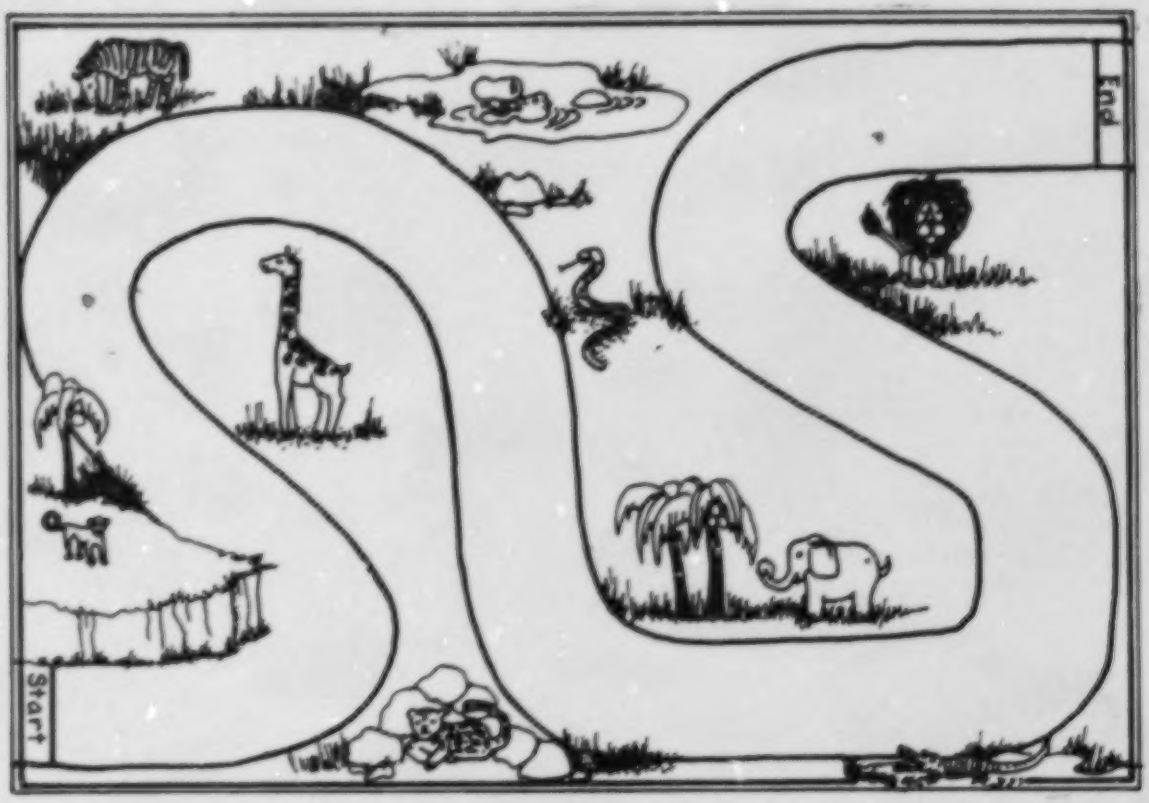
MATERIALS: Tagboard, magnets

On a piece of large tagboard, draw two kites and affix a number of tail pieces. Place magnets in the center of these tail pieces. Cut a set of tail pieces to place over the ones on the board. On the separated pieces, place a magnet; on the front side, write a sight word.

PROCEDURE: Place tail pieces face down in a pile. Each child draws from the pile. If he knows the word that he draws, he puts it on his kite. If he misses, the word is put back into the pile. The first child to complete his kite, wins the game. The procedure may be reversed.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Beth Davis
Reading Services Center




## JUNGLE WALK

MATERIALS: Green railroad board, tagboard, flash cards or grease pencils, pictures of jungle animals

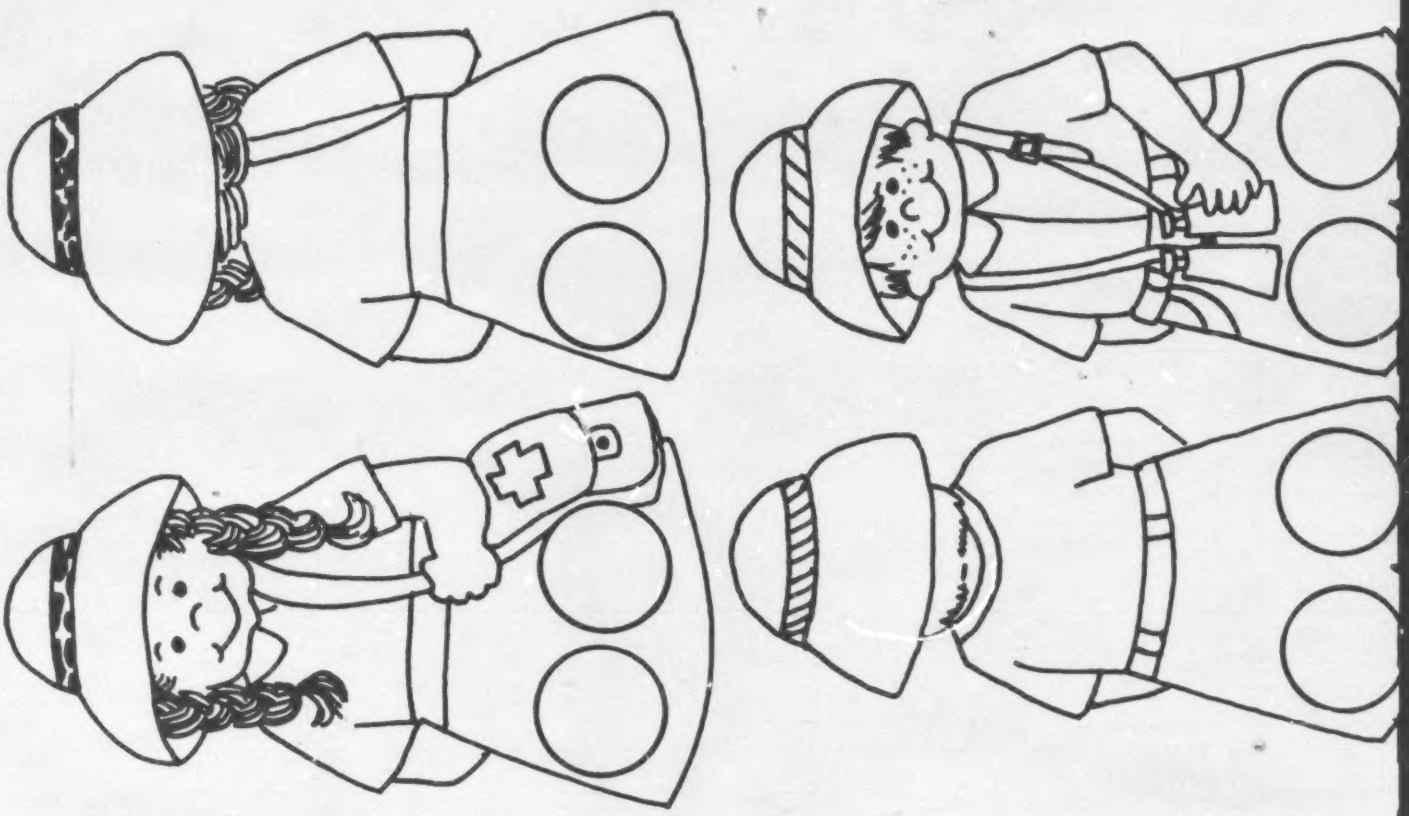
Make a trail across a green railroad board or a large green sheet of paper. Cut out several pictures of jungle animals and place them along the trail. Use flash cards on the trail or write words on the trail with a grease pencil. (The green railroad board or large green sheet of paper should be laminated.) Patterns for little Safari people are on the next page. Make them on a piece of tagboard or heavy paper and draw face, etc. on the front. Back may be made if desired. They are used as finger puppets.

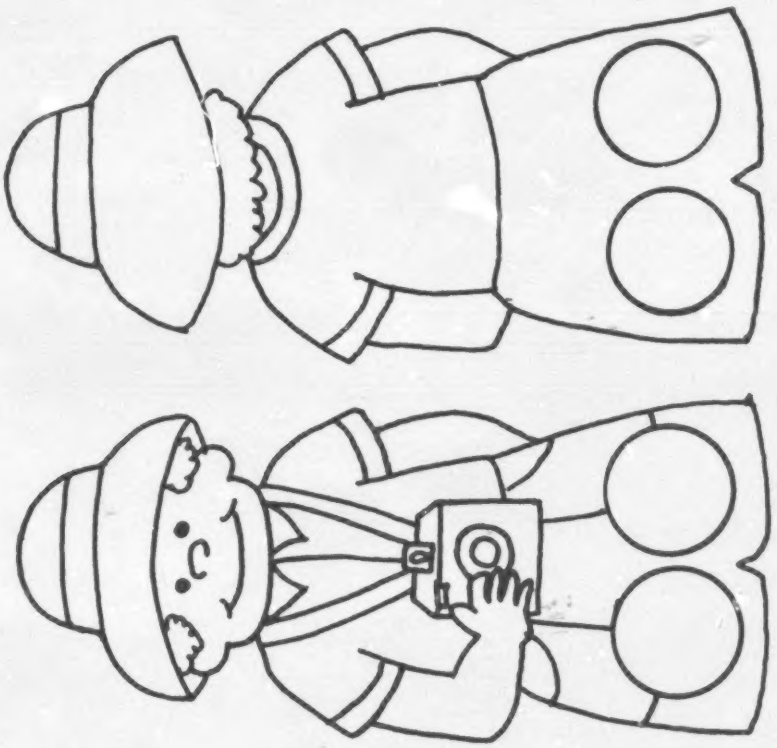
PROCEDURE: Each child uses one of the little Safari people to walk around the jungle. The child says each word on the trail until he makes a mistake. If he makes a mistake, he says the word to himself until his turn comes again. (When a child misses a word, the Reading Aide can say something like "oops, you fell in the water with the water buffalo", or "I guess you'll just have to stop and take a picture of the giraffe".) The first child who completes the "jungle walk" wins the game.

Created by: Karma Earl
Lincoln

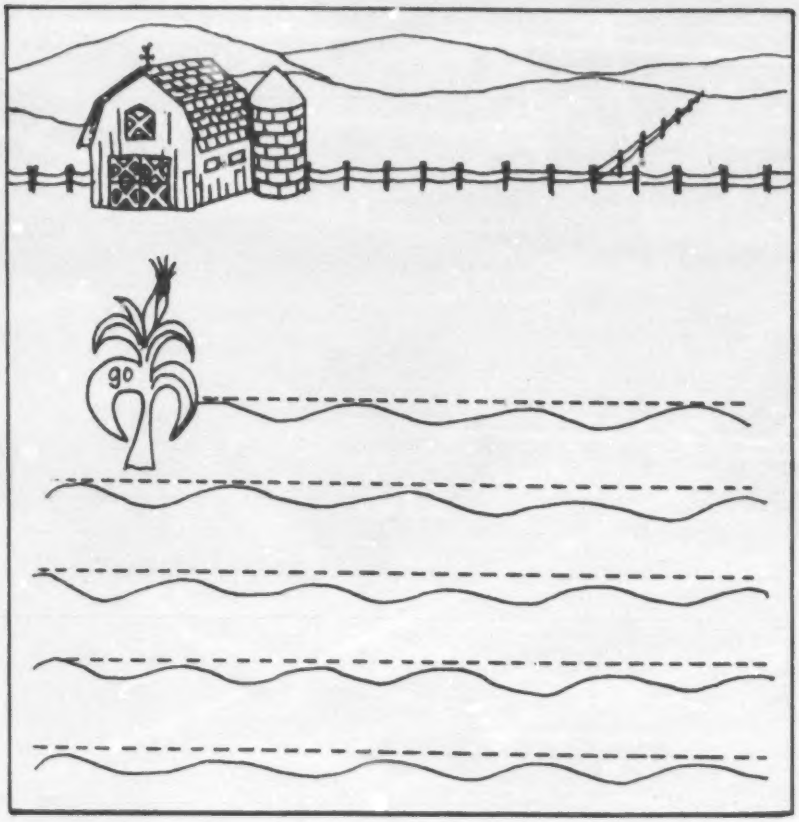
Illustrated by: Beth Davis
Reading Services Center

SIGHT WORDS - JUNGLE WALK





SIGHT WORDS



Cornstalk

WATCH THE PLANTS GROW

MATERIALS: Tagboard, paper clips

Dotted lines indicate paper should be slashed here and paper clips attached to allow the corn to be planted or picked. For planting: Attach cornstalks to paper clips on the rows. For picking: Remove cornstalks from the paper clips.

PROCEDURE: A child is given a number of basic sight words written on the cornstalks. Each cornstalk represents one word. He says the words after an exposure to each word for less than one second. For each word a child reads, he can either pick or plant corn. Each child counts the amount of corn he planted or picked at the end of the game.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Beth Davis
Reading Services Center

SIGHT WORDS

FLOWER POWER

MATERIALS: Construction paper (leaves, stems, center and petals)
Green yarn (leaves and stems)
Colored yarn (center of flower)

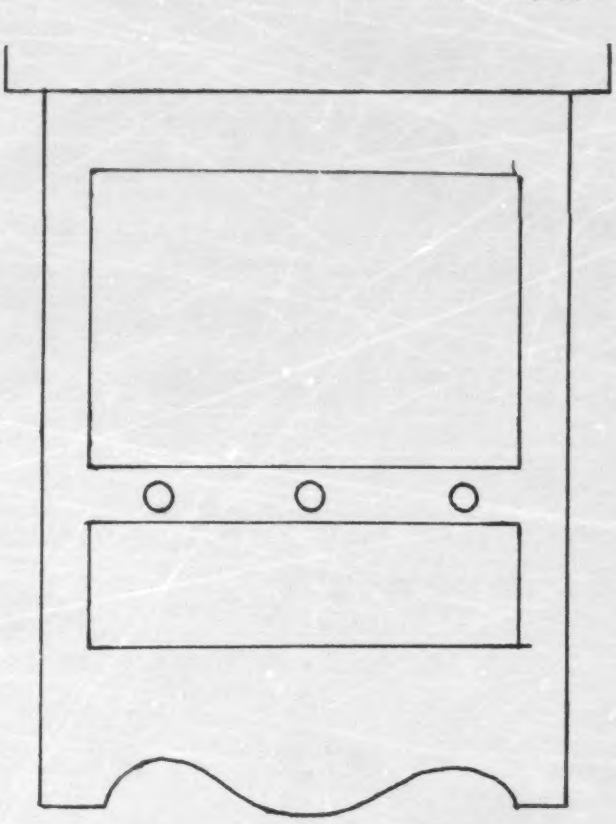
The basic sight words to be learned are written on the petals. (Words are taken from the vocabulary lists in the books the child is using.)

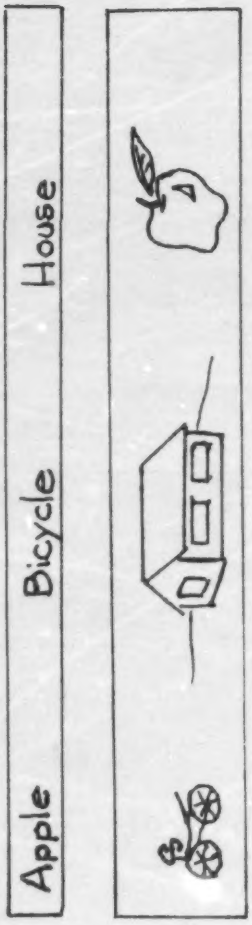
PROCEDURE: Each child has his own flower pattern and petals. When he learns a word, he places that petal on his flower. The flower is completed when the child has learned all of the basic sight words assigned to him.

Created by: Julia Miller
Druid Hill

Illustrated by: Evelyn B. Beck
Walnut Hill

SIGHT WORDS






TV PULL-THROUGH

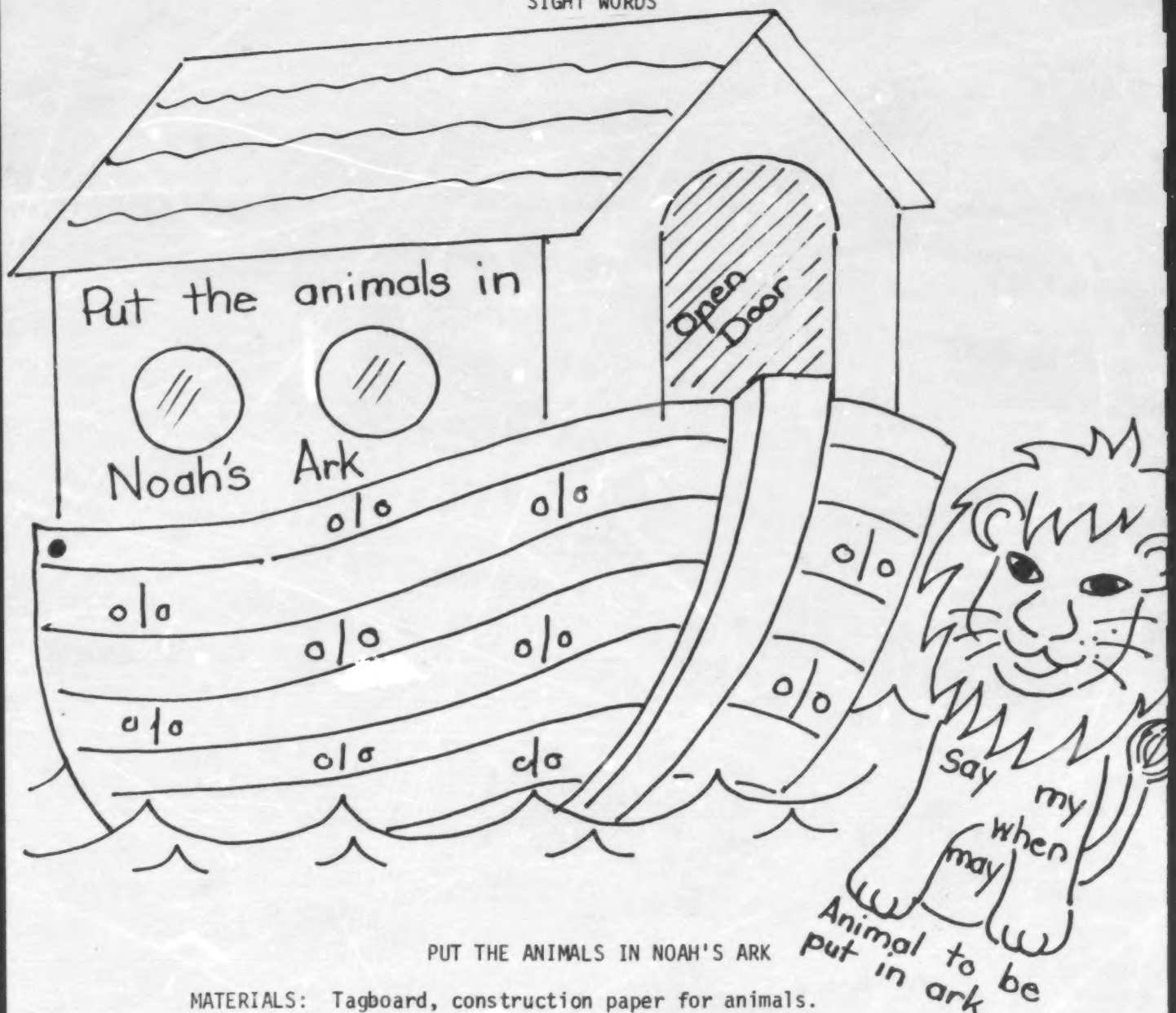
MATERIALS: Tagboard

Draw a TV. Cut slits on each side of the screen and the bottom panel. Cut strips (approx. 24" long) to pull through these slits. Paste pictures on the strip that goes through the screen slits. Paste words on the strip that goes through the bottom panel slits.

PROCEDURE: This game is used with one child at a time. The child is given the TV with the strips in it and directed to match each picture with the correct word. When he makes the match he pronounces the word. The Reading Aide helps and adds positive reinforcement (nodding head, saying "good","that's right", etc.).

Created by: Evelyn B. Beck
Walnut Hill

Illustrated by: Evelyn B. Beck
Walnut Hill




PUT THE ANIMALS IN NOAH'S ARK

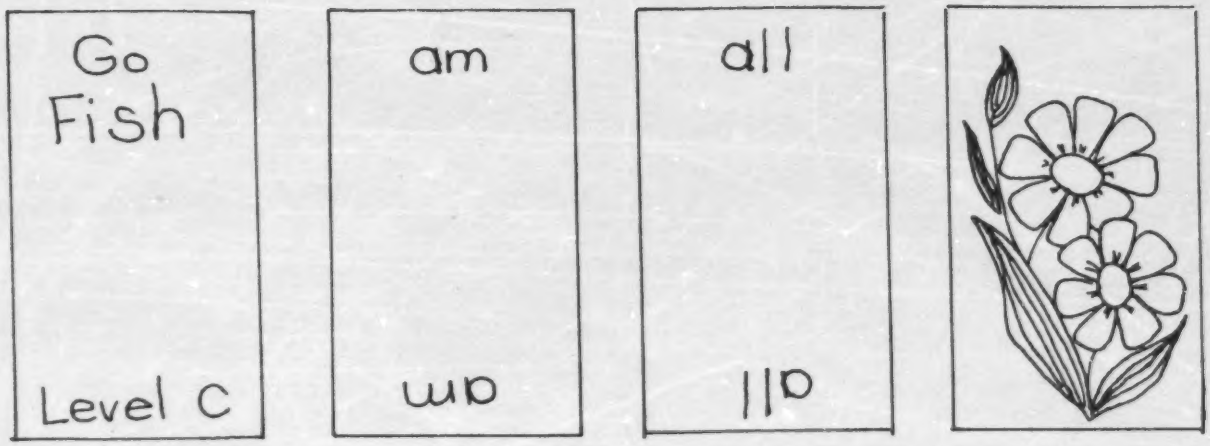
MATERIALS: Tagboard, construction paper for animals.

Cut out animals and write words on each of them.

PROCEDURE: When a child can read the words on an amimal, he may put the animal in Noah's Ark. Children working together work to see who can put the largest number of animals in Noah's Ark.

Created by: Georgia Bradford
Conestoga

Illustrated by: Evelyn B. Beck
Walnut Hill




## GO FISH

MATERIALS: Tagboard

Make a set of cards, three of a kind, for any level of Dolch Words. Make design for back of cards.

PROCEDURE: Shuffle the cards and deal out cards one at a time to two, three, or four players. Each player gets four cards. Place the remainder of the deck of cards, scattered about - face down, in the "fish pond". The object of the game is to form matched sets of two or three of a kind. As the child matches sets, he places them face up on the table in front of him. He may add to sets already on the table, also.

Player to the left of the dealer begins the game by asking for a card from the person on his left. If he receives the card requested, he makes his match and then asks the same person for another card. If it is not available, he is told to "go fish". Player then draws a card from the fish pond. If it matches a card he has, he may draw again; if it does not match, the next child plays. Play passes continuously to the left. When one person play s all of his cards, the game ends. Score is kept by each individual by counting the cards laid on the table in front of him after he has subtracted the cards remaining in his hand. Game can continue to a designated score such as, 25, 30, etc.

Created by: Mary Harrington
Monmouth Park

Illustrated by: Evelyn B. Beck
Walnut Hill

SIGHT WORDS

CIRCUS OF WORDS

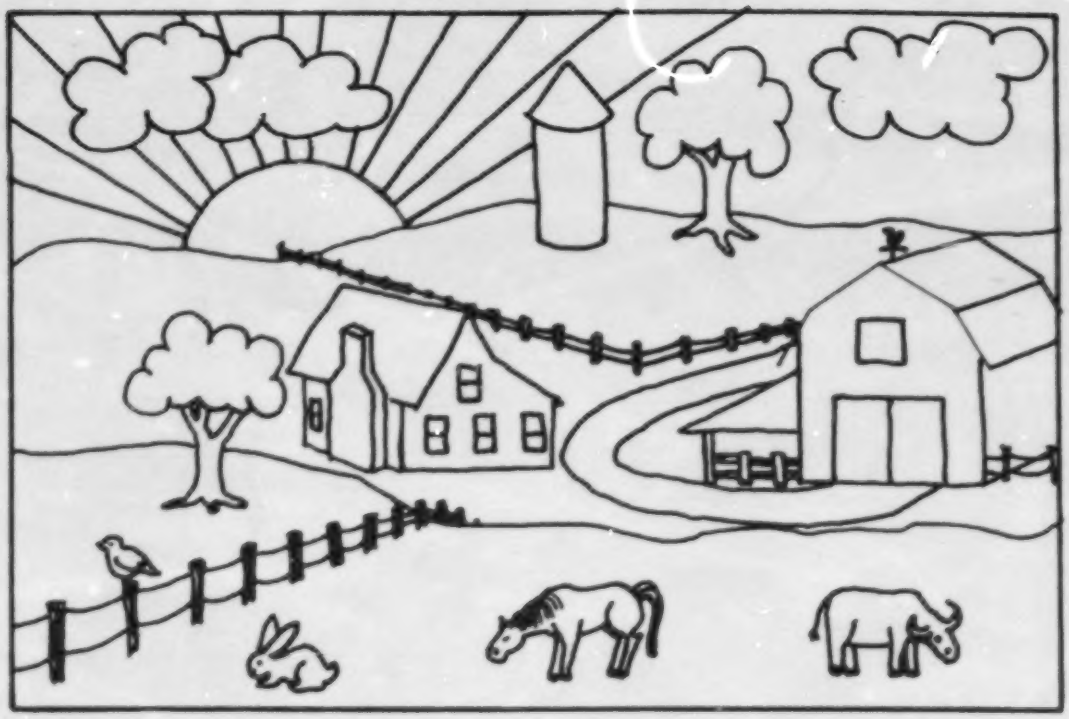
MATERIALS: Construction paper
Large round potato chip box

Paint box to represent a circus setting. Cut animals from construction paper.

PROCEDURE: Each child is given (or selects) several animals with words written on them. An animal can be in the circus only if the child who has that animal can say the word written on it. Each child works to see if he can get all of his animals in the circus.

Created by: Alistene DeHart
Miller Park

Illustrated by: Evelyn B. Beck
Monmouth Park



## FARM PUZZLE

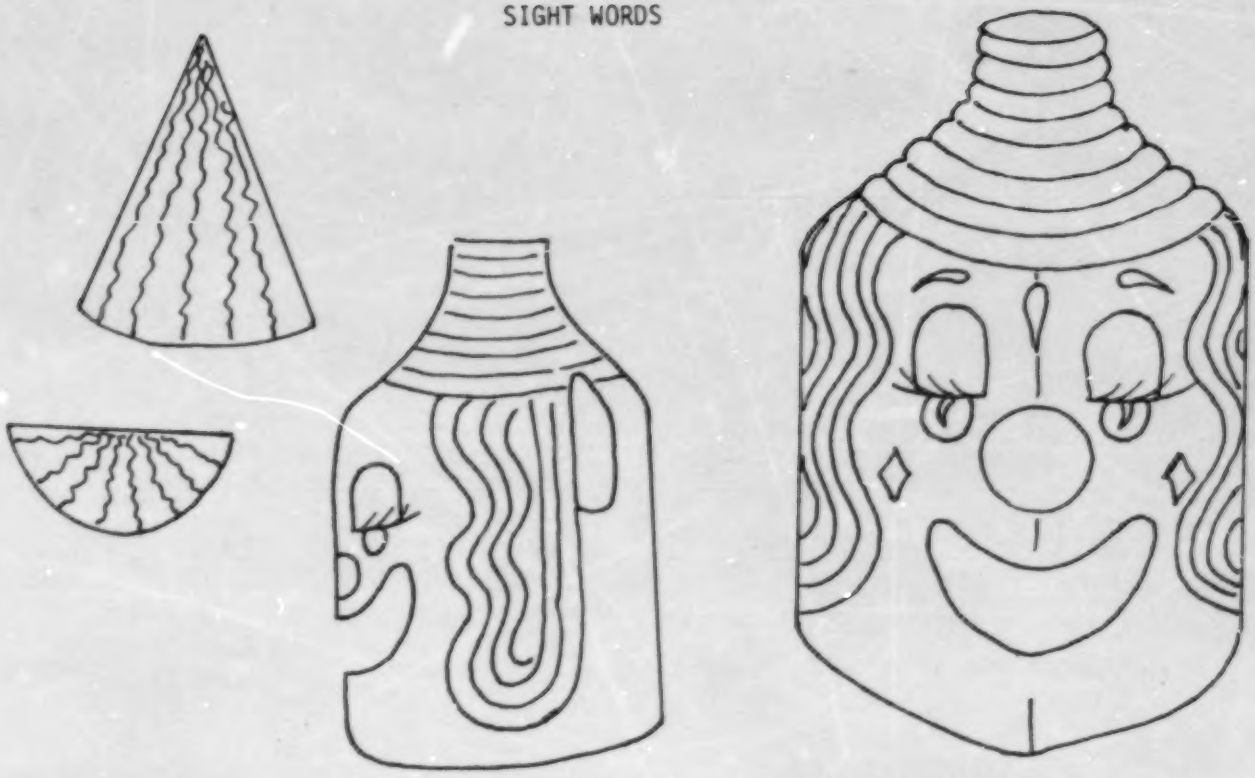
MATERIALS: Tagboard

Several parts of the picture of the farm are only outlined. . . the dog, cow, cloud, roof or house, barn door, tree top, etc. The puzzle pieces fit the blanks on the board, exactly.

PROCEDURE: Puzzle pieces are laid out. Child may pick the piece he wishes. If he can read the word, he can place it on the proper space. Child tries to complete the entire puzzle.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Beth Davis
Reading Services Center



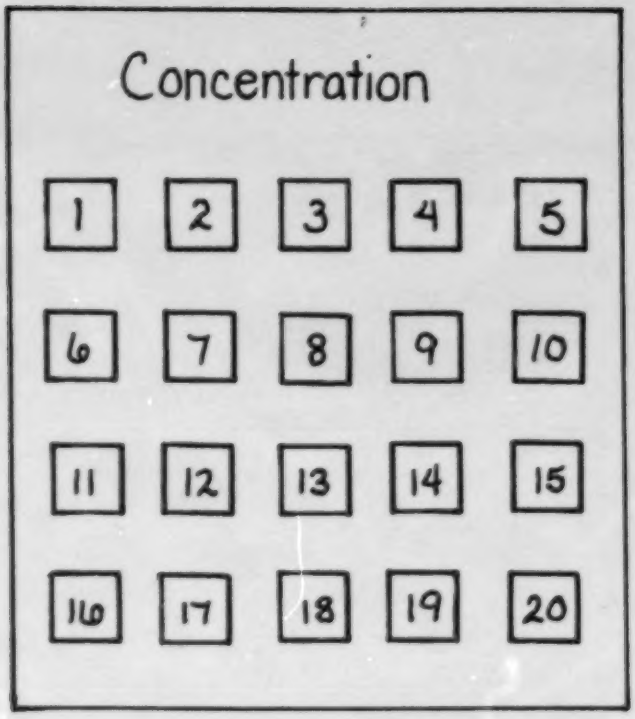
## FEED THE CLOWN

MATERIALS: 1 gal. plastic milk container, staples, cotton roving yarn, Elmer's glue, 1 set of Dolch Word Cards

Make sure the container is dry and put the lid on. Draw a clown face on the corner opposite the handle. Color the eyes, nose, around the lips and facial markings with permanent marking pen. Cut out the mouth with a very sharp knife (very carefully). Glue on the roving yarn for the hair. For the hat, make a half circle, color and staple it and put it on the clown's head.

PROCEDURE: The word cards are scrambled. Say to the children, "The clown is hungry. Let's feed him." Children take turns. Each child takes a word card. If he can pronounce the word, he feeds it to the clown. If he cannot pronounce the word, he keeps the card until the end of the game. (He can continue to try to pronounce any word he misses until the end of the game.) The child with fewest cards at the end of the game is the winner.

Created and Illustrated by: Evelyn B. Beck
Walnut Hill




## CONCENTRATION

MATERIALS: Tag board, construction paper, brown envelopes (the ones used to send report cards home are good size)

Cut the envelopes in halves. Glue the half envelopes to a large sheet of tag board (five per row - four rows). Put numerals 1-20 on the envelopes.
Make cards sized to fit into the pockets on the tag board. Write words from a reading book being used by children on the cards. Make two cards for each word. Make cards for at least 20 words.

PROCEDURE: This game can be used with 2-4 players. Word cards are placed in envelopes. Ten words at a time are used - each word is used twice. Children take turns. Each child chooses a number, takes the card from that envelope, pronounces the word and chooses another number to try to match the word he has. If he matches, he keeps the cards and gets a free turn. If he does not match, the play passes on to the next player. The player with most cards at the end of the game is the winner.

Created by: Roberta Wells Yates

Illustrated by: Beth Davis
Reading Services Center

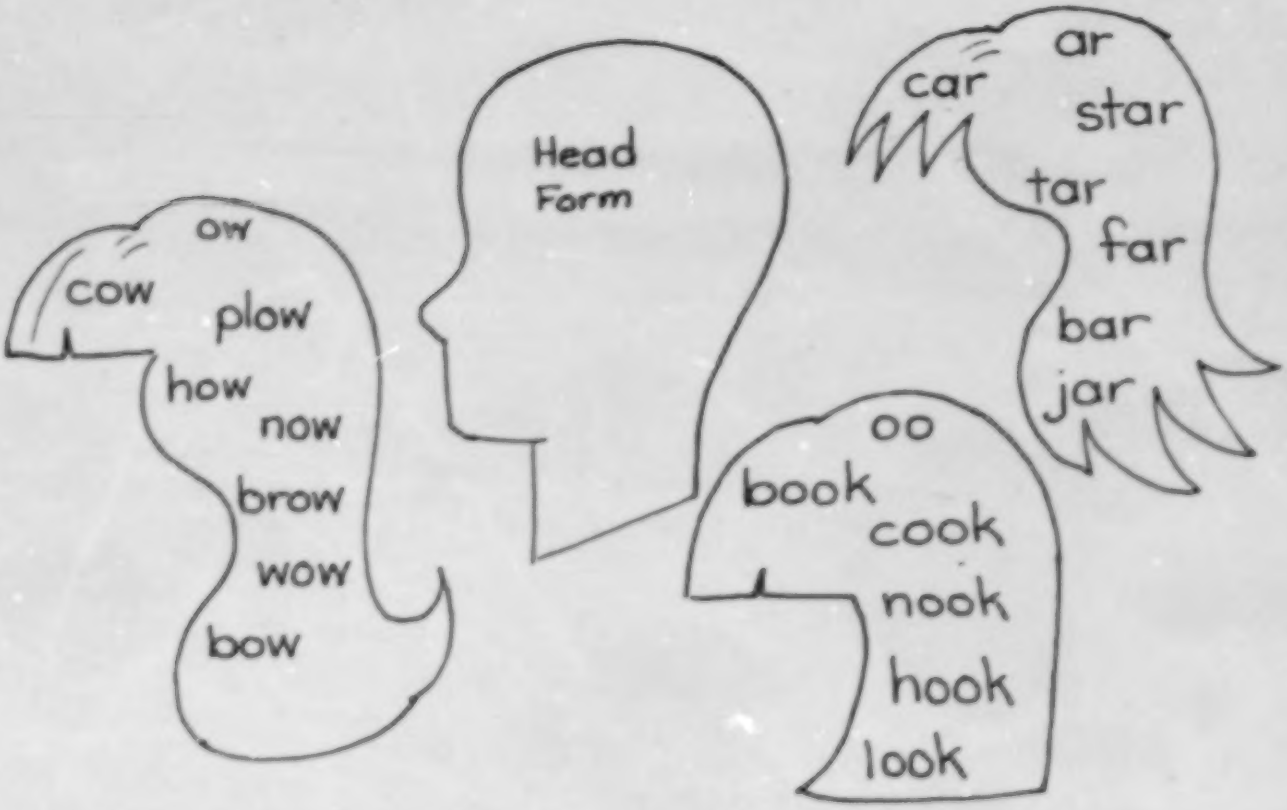
THE JOLLY GIANT

MATERIALS: White railroad board, green railroad board, Dolch Word Cards (or words from selected vocabulary lists)

Make the giant with green railroad board. Paste him to a large sheet of white railroad board. Draw lines and trees. Number each line at both ends.
Make cards and write words on them.
Make markers to use in making moves.

PROCEDURE: Two children play this game. Beginning at the top, the children race down the board (or vice versa). Children take turns. Child takes a card, looks at the word and pronounces it. If he is correct, he gets one move. If he is not correct, he discards the card and waits for his next turn. The first child to get to No. 1 (or No. 20) wins the game.

Created and Illustrated by: Evelyn B. Beck
Walnut Hill




## THE WIG SHOP

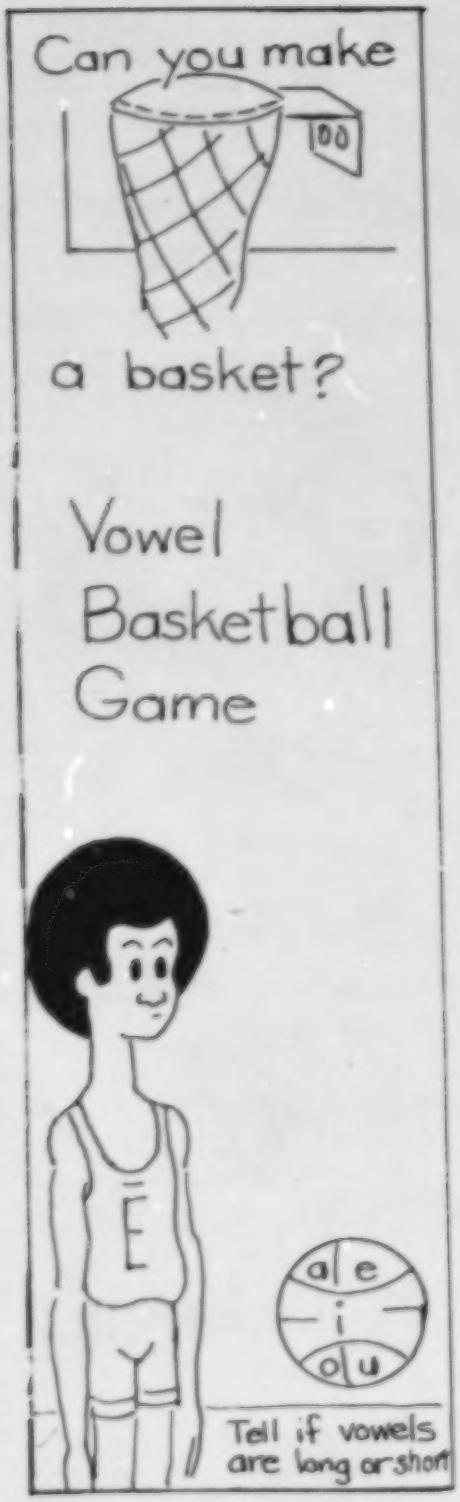
MATERIALS: Tagboard (for head form)
Construction paper (for wigs)

Wigs can be made of various colors of construction paper and laminated for durability.

PROCEDURE: Write words containing special vowels on the wigs. Each child selects a wig. If he reads all the words on his wig, he can put the wig on the head form.

VARIATION
If the child reads all the words on the wig, he can take the wig off the head form.

Created and Illustrated by: Evelyn B. Beck
Walnut Hill




## VOWEL BASKETBALL GAME

MATERIALS: Tagboard 5 1/2" x 20", small plastic container

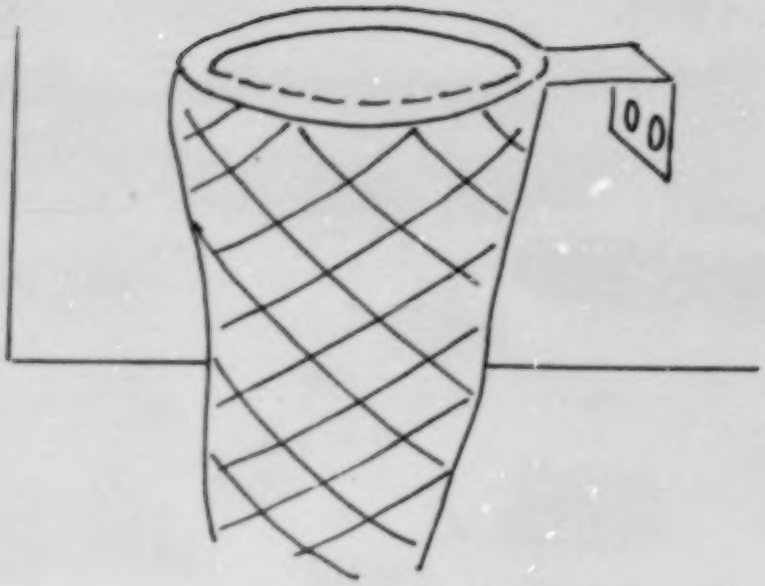
Cut tagboard. Draw the picture (as shown) on the tagboard. Cut slit along dotted lines. Make basketballs. Actual sizes are shown on the following page. On front of basketballs make design as shown and write words with different vowel sounds. On back of each basketball write the letter which makes the vowel sound shown on the front (the answer).

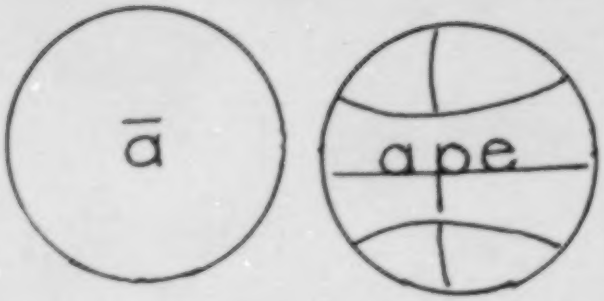
PROCEDURE:

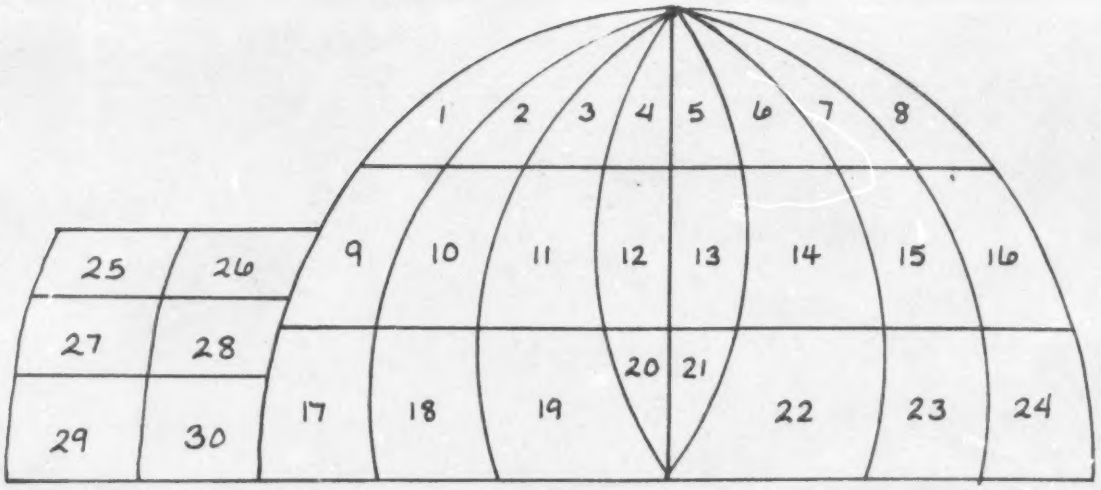
Put the basketballs in a container and mix them up. Each child takes a ball, says the word and tells whether the vowel is long or short. Then he looks at the answer. If his answer is correct, he puts the ball through the basket and gets two points. If he is not correct, he puts the ball back into the container. The child with the highest number of points wins the game.

Created and Illustrated by:
Evelyn B. Beck
Walnut Hill

VOWELS - VOWEL BASKETBALL GAME








"I" FOR IGLOO

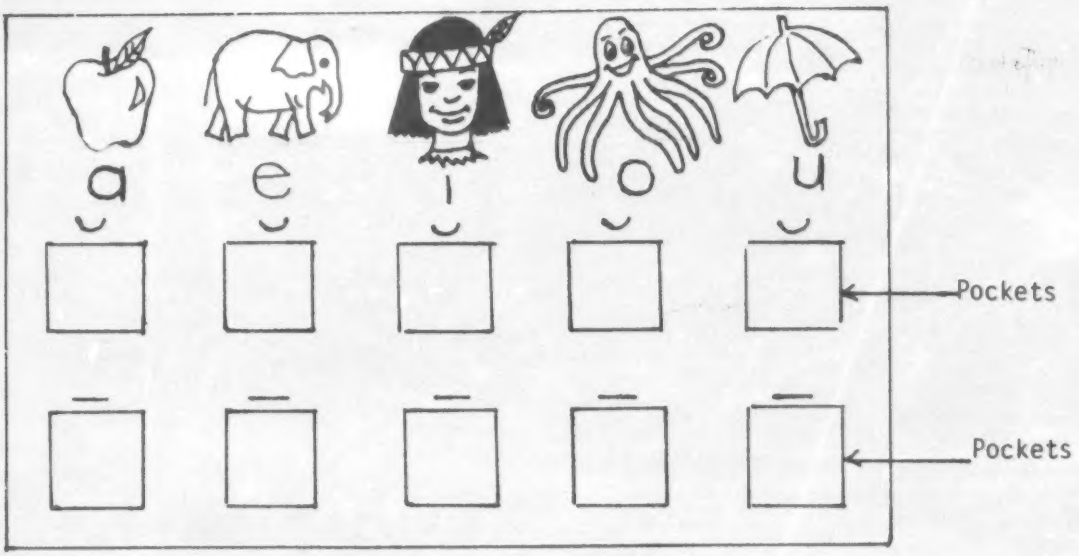
MATERIALS: Masonite or wooden board (15"x 21"), Colored burlap or felt to cover board, Masking tape, Black magic marker to draw an igloo with numbers on the blocks, Black crayon to make corresponding numbers on white felt pieces that match the shapes on the igloo, White felt, 3"x 2" oak tag cards on which to write words beginning with the letter "I".

PROCEDURE: Numbers on felt pieces match numbers on blocks of the igloo. Each time a child says an "I" word correctly, he places a felt piece on the igloo. Object of the game is to fill the igloo with the felt pieces.

Created by: Florence Koski
Kellom

Illustrated by: Beth Davis
Reading Services Center

VOWELS




NO NAME VOWELS

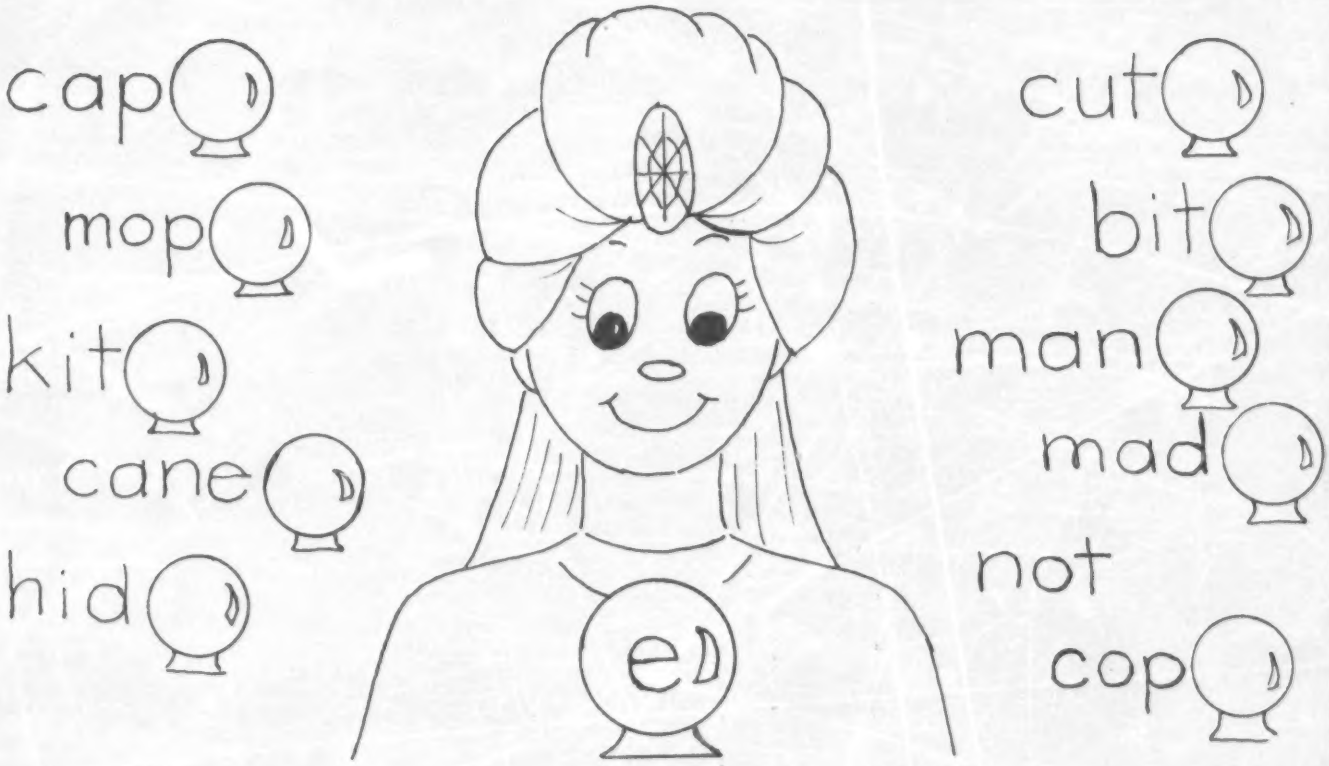
MATERIALS: Tagboard, construction paper, pictures

Cut pockets from construction paper and paste them on a large piece of tagboard. Paste pictures on small cards to fit into the pockets.

PROCEDURE: 3-4 players. The cards are mixed up. Each child picks one card at a time, pronounces the word, says the vowel sound and puts it into the correct vowel pocket. Rewards are given when all the words are said correctly and placed in the correct pockets.

Created by: Roberta Wells
Yates

Illustrated by: Evelyn B. Beck
Walnut Hill




## THE MAGIC "E"

MATERIALS: Tagboard, magnets

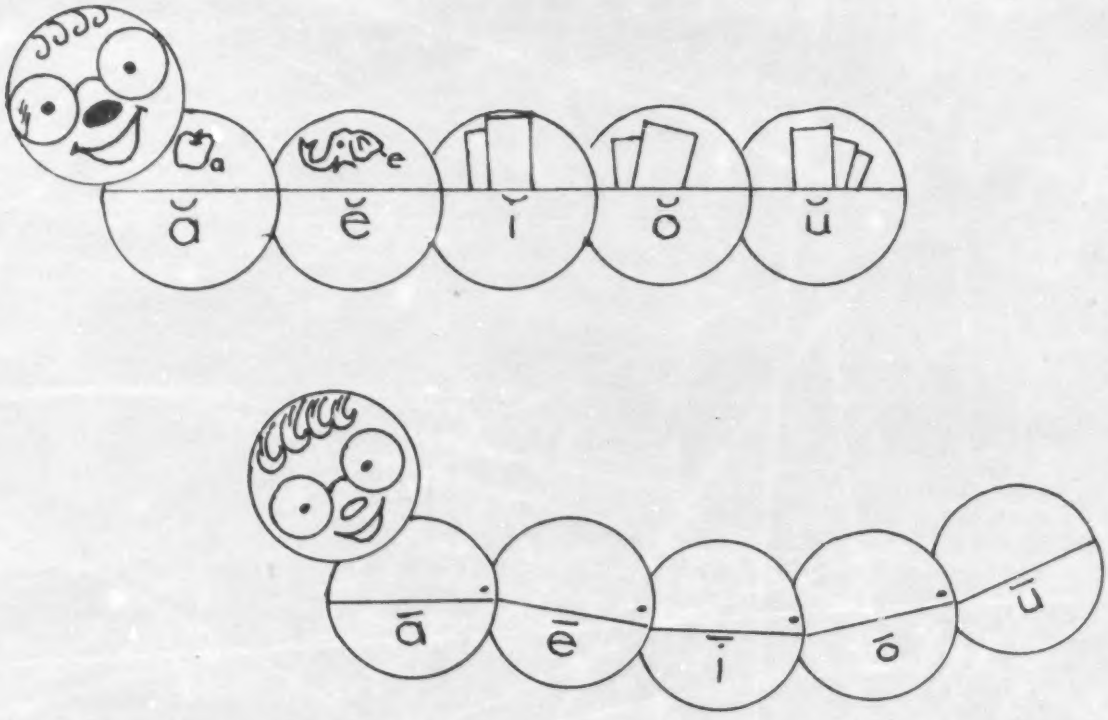
On a piece of tagboard draw a figure holding a crystal ball with the letter "e" written on it. Around the central figure, write short vowel words. At the end of each written word, place a shape of a crystal ball with nothing on it. In the center of each crystal ball shape, place a magnet. Then cut separate crystal balls. On the front of these, write the letter "e". On the backs, place a magnet.

PROCEDURE: The child pronounces a word on the board using the short vowel sound. He then places the crystal ball with the "e" at the end of the word and pronounces the word again, emphasizing the difference in the vowel sound after the Magic "e" is placed at the end.

Created by: Patricia Hubbard
Saratoga

Illustrated by: Evelyn B. Beck
Walnut Hill

VOWELS




VOWEL WORM

MATERIALS: Railroad board, staples, cards, pictures

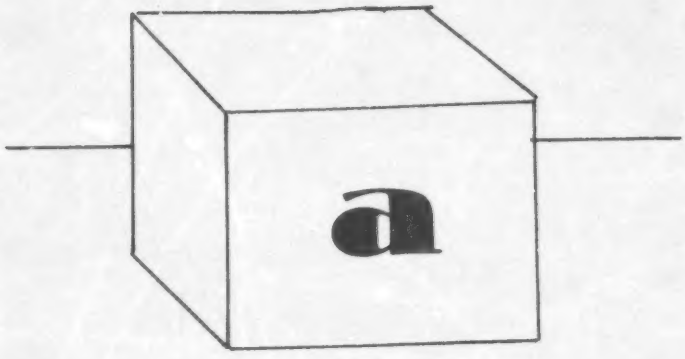
Make circles from various colors of railroad board. Make half circles from these same colors and staple them to the whole circles to make pockets. On one circle, make the worm's face. Staple a circle with a pocket to the face of the worm and add the other circles to complete the body. On each circle, paste a picture representing a vowel sound. On the half circle, write the letter that represents that vowel sound. Cut many cards small enough to fit into the pockets. On the cards, paste pictures representing the different vowel sounds. (May be used for long, short, or special vowel sounds.)

PROCEDURE: This game is used with one child at a time or a group of 2-3 children. Mix the cards up. Place the cards in front of the children. Each child draws a card, makes the vowel sound, says the picture word and then places the card in the vowel pocket with the letter symbol that represents that vowel sound. The Reading Aide gives assistance when needed throughout the game.

VARIATION

Give each child the same number of cards. Time each child. The child who gets his cards in the correct pockets in the least amount of time is the winner.

Created and Illustrated by: Evelyn B. Beck
Walnut Hill




## BOXES OF VOWELS

MATERIALS: Tag board, pictures, five boxes (same size), contact paper

Cover boxes with contact paper. Paste a vowel on each box. Cut cards a size to fit into the boxes. Paste pictures on some of the cards. Write letters on some of the cards (to make words). In each box put six cards with that vowel on them. Example: E box - put six cards with the letter E written on them.

PROCEDURE: This game is used with one child at a time. Select the box representing the vowel sound that needs to be reinforced. Scatter the cards. The child is instructed to select pictures and tell the Reading Aide the vowel sound he hears in the names of the pictures. He is then instructed to use the letters in the box to make one word with the short vowel sound and one word with the long vowel sound. The Reading Aide gives assistance as needed throughout the game.

Created by: Roberta Wells Yates

Illustrated by: Evelyn B. Beck Walnut Hill